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BEST BUYS  
OF THE YEAR!

ULTIMATE NINTENDO® BUYER'S GUIDE

GP Publications, Inc.

# Game Players

## Nintendo® Guide

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HOT GAMES  
TO BUY —  
AND WHY!

PARENTS' GUIDE:  
TOPS FOR TOTS



HOME ALONE<sup>2</sup>

THE MOVIE! THE GAMES!



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**KINGDOM CRUSADE:** Thy quest is of utmost urgency, the fate of the kingdom rests in thine hands. Decide whether to destroy all evil or to annihilate the just. Conquer or be conquered by taking over the enemy army and fortresses. Thou hast thine own legion of wizards, giants, paladins and knights but, alas, the enemy is similarly equipped and will be fighting their own crusade. May Merlin's mystic brow guide you on your way.

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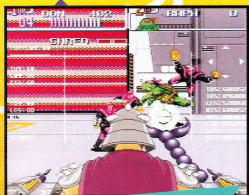
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### 8 and Under: A Parent's Guide to Video Games





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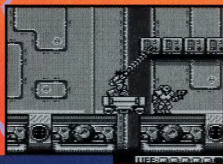
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# Game Players

## Nintendo Guide

WINTER SPECIAL 1992-1993

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## EDITOR'S NOTES

A Buyer's Guide is always difficult to put together — you can never please *everyone*, not even here in the *Game Players* office. But a lot of thought went into the games in this issue, enough thought to require some explanation.

These are the titles we believe are the best of the past year. For that reason, there aren't any ratings included: All these games would definitely rank above average. We get advanced looks at some games, so maybe there are a couple included that you won't find on sale yet — but you will soon. And there are a few new games you might consider favorites that aren't included. That might be because we didn't get them in time to include them in our guide. Or it might be that we just didn't like them as much as you.

Sports games are especially difficult to choose for a Buyer's Guide because every baseball game, for example, shares so many of the same features. There were new games for almost every sport released for Super Nintendo this year, and we've included the top one or two games — even if, as in the case of football, we don't think there's been a really superior Super Nintendo game.

Titles released for more than one system also create a problem. By and large, we would go with the best version of a certain title — the NES *Yoshi*, for instance, and note if there was any substantial change in its Game Boy version. But certain games, such as *Prince of Persia* or *Rampart*, are released in different systems by different licensees. In that case, the games would earn separate entries.

There are dozens of games included in this guide, and almost all of them are on store shelves now. Here's hoping your favorite is wrapped up for the holiday season!

Leslie Mizell  
Editor

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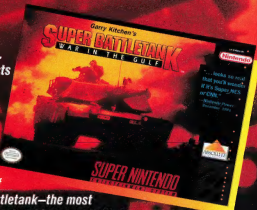
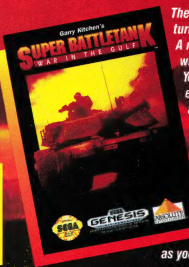
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# SUPER NES SECRETS

## **Super Ghouls 'n Ghosts**

For a stage select and sound test in *Super Ghouls 'n Ghosts*, go to the options screen and hold down the L, R, and Start buttons on controller 2. Now exit the options screen using controller 1. A stage select and sound test menu appears. Using the stage select, you can even zip right to the final boss!

## **Wanderers from Y's**

At any point during *Wanderers from Y's*, you can bring up the menu by pressing Select. If you then press Select on the second controller, a sound test appears.

## **Extra Innings**

Here's how you can view all the cinema screens and access a sound test in *Extra Innings*: When you see the main menu at the beginning of the game, select any choice while holding down the L and R buttons. Each choice hides a different cinema display, and some also access a sound test.

## **Super Smash TV**

For extra lives and continues, push Down, Left, Right, and Up on the directional pad at the one- or two-player option. This automatically gives you seven lives and seven continues. Good luck — you need 'em. (This code works for both one- and two-player games.)

## **Lemmings**

Use these passwords for the Mayhem levels 25-30.

Level 25 LTGNDXH  
Level 26 LHLTDDW  
Level 27 HCBKXHV  
Level 28 MWLGUVJ  
Level 29 GSPQCRQ  
Level 30 ZITGRFH

Try the *ultimate* challenge — the Sunsoft Levels 1-51

Level 1 TPCWFMP  
Level 2 WSJCLDX  
Level 3 PVNRCMV  
Level 4 HZSQQNV  
Level 5 KCGHCNC

## **E.D.F.: Earth Defense Force**

You can change the background during the opening sequence of *Earth Defense Force* by waiting for the E.D.F. letters to move across the screen, then pressing and holding Start and Up on the second controller. Press Reset on the control deck, and you're witness to a new SNES background!

## **Hyperzone**

You can access a sound test in *Hyperzone* by waiting for the title screen, then holding down the L and R buttons and pressing Start. Press the A button to hear any sounds.

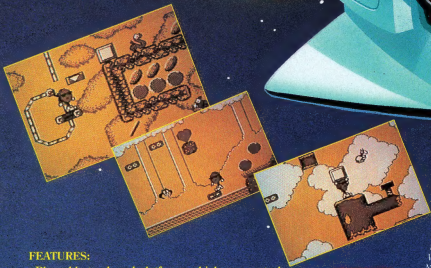
## **Super Bases Loaded**

Just after the "Jaleco" logo disappears in *Super Bases Loaded*, you can control the ball that scales toward you. Just hold down the L and R buttons and press the direction in which you want the ball to travel.

7UP

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# SUPER NES SECRETS

## Actraiser

After you've finished playing in its regular mode, you can select a special game mode in *Actraiser*. When the title screen appears, move the game icon below "New Game." The word "Special" appears. Now you can play through the game without going into the creation mode.

## Darius Twin

To get 50 men in *Darius Twin*: During the title screen, press and hold Left and Right on the top of the second controller. Then press Select and Start on the first controller. This works for both one- and two-player games.

## F-Zero

To get a super boost from the starting line in *F-Zero*, hold down the accelerator before the race begins to shoot off the starting line. Immediately pull out in front of your competitor — as he jumps off the starting line, he'll slam into the back of your vehicle and rocket you forward.

## Gradius III

To get fully powered weapons in *Gradius III*, use the standard Konami code: Pause the game while you're playing and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start.

And to have your weapons randomly selected by the game system, go to the Weapons Edit screen and press: X,Y,X,Y,X,Y.

## Hole in One

To get a special selection of clubs in *Hole in One*, type "Metal Play" instead of your name (you get a second opportunity to give your name). Once you start playing, your special clubs give you an extra 20 or 30 yards on each drive.

For a sound test, type "BGM" at the memory/shot password screen. Now you can hear all the great music — including that true hit, "Baked Pie."

## Final Fight

To reach an Options screen in *Final Fight*, wait for the title screen, press and hold the Left button, then press Start.

## Pilotwings

Here are the certification codes for each level. The codes add difficult weather conditions, plus the opportunity to pilot a helicopter.

Level 1: 000000  
Level 2: 985206  
Level 3: 394391  
Level 4: 520771

Helicopter Mission 1 (Clear weather, daylight hours): 108048

Level 5: 400718  
Level 6: 773218  
Level 7: 165411  
Level 8: 760357

Helicopter Mission 2 (Overcast weather, night mission): 882943

## Populous

These two codes allow you to access different levels.

E51D2T5RY: Level 342 in Sillyland  
N2M4J5B: Level 409 in Bit Plains



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# SUPER NES SECRETS

## **Sim City**

Max out your *Sim City* funds with this formula. Build police and fire departments one after the other (although either one can be built first) at the beginning of the game. You should have only around \$340 left in the till. At the end of the year, the fiscal report comes on-screen. When it does, hold down the L and R buttons, then exit the screen.

When you return to the construction screen, you'll notice that the year hasn't changed. Keep holding down the L and R buttons, and return to the fiscal screen. Increase all funding to transportation and the police and fire departments by 100 percent (your capital will go into negative numbers).

Finally, return once more to the construction screen and release the L and R buttons. The year changes, and you're filthy rich! Running out of money is almost impossible, but if you do, simply redo the trick. Megalopolis, here we come!

## **Super Mario World**

To collect unlimited extra lives, select a two-player game and station one of the Mario Brothers in the secret area of the Donut Plains. Get the Yoshi from inside the stage and a one-up appears in its place from then on. Use the other brother to play through the game, and whenever he runs low on extra lives, have the brother stationed at the secret area send him more.

## **Super R-Type**

For a level-select option, wait for the title screen, then press Start. When the difficulty select appears, hold down the R button and press up nine times — a chime sounds if you've done this correctly. Now start the game normally, but once the action starts, pause, then hold down the R and A buttons while pressing Select. You can now select your level by changing the number in the lower left.

To get full options, pause the game, then press: R button, Right, Down, Y button, Down, Right, Down, Left, Right, Down, Right, Right. Hold the A and B buttons and resume game play.

## **Lemmings**

For special options in *Lemmings*, press and hold Select, then press Start at the title screen. This takes you to an Options screen that allows you to adjust pad settings. To reset to any level during play, press Select and Start.

## **Smart Ball**

For unlimited one-ups in *Smart Ball*, go to World 1-A and collect flags to spell J-E-R-R-Y. You can repeat this process until you have as many lives as you want.

## **Wanderers from Y's**

To replenish your life in *Y's*, wait for the manufacturer's name, Tonkin House, to appear, then press Up, Down, Up, Down, Select, and Start on the second controller. The game begins normally. Access the status screen and press Select on the second controller. "Debug" appears. Now when you're damaged and your hit points (HP) drop to zero, you can still come back to life.

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# SUPER NES SECRETS

## Castlevania IV

Before you enter the final castle to battle Dracula, jump to an invisible platform in the middle of the screen, then jump to the lower right. Jump up once and wait for the booty to fall. You collect hearts and whip power-ups that aid you in your battle against evil.

## Final Fight:

When the policeman drops his gum as he enters the screen in *Final Fight*, pick it up and chew it. It replenishes your health bar — it's gross, but true.

## Street Fighter II

For both players to fight using the same character in *Street Fighter II*, quickly use this code at the title screen: Down, R, Up, L, Y, B, X, and A. A chimie sounds if you did it correctly.

## Zelda 3

When you find a fairy in *The Legend of Zelda: A Link to the Past*, capture her and place her in a jar. When you lose all your life, she brings you back to life. You can use each fairy only once, but you can keep capturing them throughout the game.

## Rival Turf

To change player names in *Rival Turf*, play through the game and get the high score. Instead of entering your name, enter CHRCONF. A configuration screen should appear. Select the characters you wish to alter—you can change as many names as you like. Press Start and the game plays normally, except that the characters are personalized.

## The Rocketeer

To level-select in *The Rocketeer*, use the first controller to press L, R, L, R, and Down at the title screen. If you've input the code correctly, you should hear a gunshot and can select any level in the game.

## Super Smash TV

When the Beam Software logo appears in *Smash TV*, press the L, R, and B buttons at the same time. The programming credits will appear.

## True Golf Classics: Pebble Beach

To reach the finals in *Pebble Beach*, go into Create Data and input "T&E SOFT" in the number ten slot—don't use any spaces. Hold Down and the L button while you press reset. This takes you to the ending screen.

## Extra Innings

To speed up game play, wait for the Order Select screen, then hold the L and R buttons and press start twice. This speeds up the SNES play.

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"Very much like a fusion of Sim-City and Risk... moreover, it does this without being a rehash of either of those games; OVERLORD has a style all its own." **COMPUTE**

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# Kevin Bites THE BIG APPLE

LESLIE MIZELL

**H**ow would you like to be a millionaire at 11 years old? Not many people know the feeling, but Macaulay Culkin does. As the star of the surprise hit of 1990, *Home Alone*, Culkin has vaulted to solid roles in other movies, including *Only the Lonely* and *My Girl*. But the role kids have been waiting for is a reprise of his Kevin McCallister character. For *Home Alone 2: Lost in New York*, Culkin was able to negotiate a contract for more than a million dollars.

Of course, Culkin isn't the only cast member to return to *Home Alone 2*—who would turn down a part in the sequel

to the third largest-grossing movie of all time? From screenwriter to director to supporting cast, there were a lot of familiar faces in the cast and crew during production last winter. That's something unusual for sequels; except for a few series such as *The Addams Family*, *Indiana Jones*, and *Star Wars*, follow-up movies usually star and are written by different people than the originals. They're often thrown together, and sometimes they have little or nothing to do with their predecessors. But the creators of *Home Alone* wanted to make sure the sequel would have the

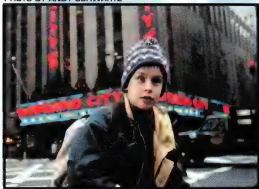
same quality and entertainment value of the first movie.

## BEHIND THE CAMERA

*Home Alone* is the creation of John Hughes, the top writer of teen comedies for almost a decade. Get a load of these credits: *Mr. Mom*, *National Lampoon's Vacation*, *Sixteen Candles*, *The Breakfast Club*, *Pretty in Pink*, *Ferris Bueller's Day Off*, *Uncle Buck*, *Curly Sue*, and *Dutch*. Although he's directed eight of his own screenplays, he turned the director's chair for *Home Alone* over to Chris Columbus, who's



PHOTO BY ANDY SCHWARTZ



KEVIN MCCALLISTER (MACAULAY CULKIN) IS ALONE AGAIN — THIS TIME IN THE BIG APPLE

PHOTO BY ANDY SCHWARTZ



HARRY (JOE PESCI) AND MARV (DANIEL STERN), THE WET BANDITS, ARE OUT OF JAIL ... AND SEEKING REVENGE

PHOTO BY DON SMETZER



PHOTO BY DON SMETZER



CATHERINE O'HARA AND JOHN HEARD RETURN TO HOME ALONE 2 AS KEVIN'S PARENTS, KATE AND PETER MCCALLISTER.



PHOTO BY DON SMETZER

at the helm of the sequel as well.

Columbus was also a screenwriter before becoming a director. He's responsible for two spooky "G's" of the mid-eighties — *Gremlins* and *Goonies*. He also wrote the adventure movie *Young Sherlock Holmes*. In 1987, he directed his first feature film, *Adventures in Babysitting*, then followed it with the slight *Heartbreak Hotel* before scoring big with *Home Alone*. Columbus's next movie will be Ripley's *Believe It or Not*, also for Twentieth Century Fox.

Other members of the production team who returned

for *Home Alone 2* are executive producer Mark Radcliffe and cinematographer Julio Macat. John Williams, who has composed familiar themes for everything from *Jaws* to *Star Wars* and from *Raiders of the Lost Ark* to *Empire of the Sun*, wrote the score of *Home Alone 2*. He was nominated for an Oscar for *Home Alone*'s theme song.

## ROLL CALL

There are Oscars and Oscar nominations among the stars of *Home Alone 2* as well. Of course, Culkin's a little young for major awards — although he's been acting on stage and screen since

he was four. Since his movie debut in *Rocket Gibraltar* (1988) with Burt Lancaster, he has co-starred with Tim Robbins, John Candy, and Jeff Bridges in, respectively, *Jacob's Ladder*, *Uncle Buck*, and *See You in the Morning*. His only movie since *Home Alone* was 1991's *My Girl* with Jamie Leigh Curtis, Dan Ackroyd, and Anna Clumsky. In that movie, he died after being stung by bees! *Home Alone 2* must have been much more fun to make.

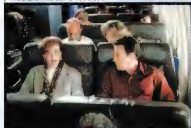
Joe Pesci (Harry) is equally at home in heavy dramatic films such as *Raging Bull*, *Goodfellas* (for which he won an Oscar in



PHOTO BY DON SMETZER

KEVIN'S STILL NOT HAPPY ABOUT BEING THE BABY OF THE FAMILY.

PHOTO BY SUE GORDON



HMMM. HAVE WE FORGOTTEN SOMETHING — OR SOMEBODY

PHOTO BY ANDY SCHWARTZ



AMONG THE HOTEL STAFF ARE DANA IVEY (FRONT-DESK CLERK), TIM CURRY (MR. HECTOR, THE CONCIERGE), AND ROB SCHNEIDER (CEDRIC THE BELLBOY).

PHOTO BY DON SMETZER



HAVING MISTAKENLY BOARDED A PLANE TO NEW YORK INSTEAD OF MIAMI, KEVIN USES HIS

INGENUITY TO GET A ROOM AT THE LUXURIOUS PLAZA HOTEL.

PHOTO BY DON SMETZER



SOMETHING FISHY'S GOING ON!

1991), and *JFK* as he is in light comedy (*The Setup*, *My Cousin Vinny*). He's the romantic lead of the recent *The Public Eye*, but might be best known for his recurring role as Leo Getz in *Lethal Weapon 2* and *3*. OK? OK!

Daniel Stern plays Marv, the stuper of the *Wet Bandits*. Even if you don't know Stern's face from *City Slickers*, you probably know his voice. He's been the voice of the grown-up Kevin Arnold in TV's "The Wonder Years" since the series began — he's directed several episodes, too. Stern's string of comedy and dramatic hits includes *Breaking Away*, *Diner*,

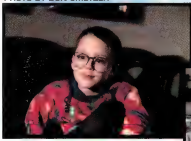
*Blue Thunder*, *The Milagro Beanfield War*, and *Hannah and Her Sisters*. He even got to play a murderer in *D.O.A.* He's now directing his first feature film, Twentieth Century Fox's *Rookie of the Year*.

One of the things that attracted Catherine O'Hara, who plays Kevin's mom, to *Home Alone* was the McCallister's big family. Canadian-born O'Hara is also the product of large, tight-knit family. A founder of Toronto's Second City comedy troop, O'Hara won an Emmy Award for her work on TV's "SCTV," which can still be seen on The Comedy Channel.

Movie audiences have seen her in *After Hours*, *Beetlejuice*, and *Dick Tracy*. She's also directed of HBO's "Dream On." Her next film is *Pay Dirt*.

Whether he likes it or not, Tim Curry will always be known for his outrageous performance as Dr. Frank N. Furter in the camp classic *Rocky Horror Picture Show*. But Curry, who plays Mr. Hector, the Plaza Hotel concierge, in *Home Alone 2*, has extensive dramatic roles on stage and screen as well. He received a Tony nomination for his stage portrayal of Mozart in *Amadeus* and was the by-the-book submarine officer in *The*

PHOTO BY DON SMETZER



**MACAULAY CULKIN'S KID BROTHER KIERAN RETURNS TO THE SERIES AS KEVIN'S BED-WETTING COUSIN FULLER.**

PHOTO BY DON SMETZER



**FUNNY — WE NEVER LOSE OUR LUGGAGE...**

PHOTO BY ANDY SCHWARTZ



**ONE PLAIN CHEESE PIZZA, PLEASE.**

PHOTO BY ANDY SCHWARTZ



**ONCE THE HOTEL STAFF LEARNS KEVIN'S ALONE, THEY TRY TO EVICT HIM.**



**OSCAR-WINNER BRENDA FRICKER PLAYS A HOMELESS WOMAN (AND OBVIOUS**

**BIRD-LOVER) THAT KEVIN MEETS IN CENTRAL PARK.**

*Hunt for Red October*. Cartoon fans may recognize his voice from *Fert Gully ... The Last Rainforest* (as Hexxus) or TV's "Peter Pan and the Pirates" (he won an Emmy as Captain Hook).

Although she's familiar to British audiences for a wide variety of stage, TV, and film roles, Irish actress Brenda Fricker makes her U.S. film debut with *Home Alone 2*. She plays a homeless woman known as the "Pigeon Lady" that Kevin meets in Central Park. Fricker won an Academy Award in 1991, along with Daniel Day-Lewis, for *My Left*

*Foot*, the story of handicapped poet Christy Brown. She also stars in the upcoming film *Ultz*.

Rob Schneider, who plays the Plaza's bellboy, Cedric, in *Home Alone 2*, is the much-imitated creator of Richard, "The Richmeister," the copy-room guy on "Saturday Night Live." As a matter of fact, he's earned two Emmy nominations for writing during his three seasons on the show. In addition to his recurring role on ABC's "Coach," Schneider co-starred in the movie *Necessary Roughness* as a sports announcer.

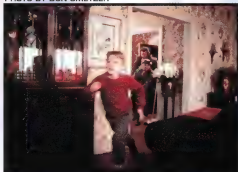
You may not know the face, but Dana Ivey has a long career

on stage and in the movies to her credit. She created (and won two Obie Awards for) the role of Daisy in the stage version of *Driving Miss Daisy*, and she's earned two Tony nominations, too, in both a musical and a drama. She's appeared in films as diverse as *The Color Purple* and *The Addams Family*. Ivey plays the frazzled front-desk clerk in *Home Alone 2*.

Even if kids don't know veteran actor Eddie Bracken, their parents probably do. In a stage and film career that's spanned 50 years, Bracken has starred in classic comedies such as *The Miracle of Morgan's*



PHOTO BY DON SMETZER

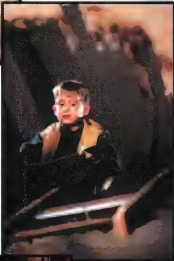


OOPS! HARRY AND MARV ARE HOT ON KEVIN'S TRAIL.

PHOTO BY DON SMETZER



PHOTO BY DON SMETZER



KEVIN BOOBY-TRAPS HIS UNCLE'S BROWNSTONE TO CATCH THE WET BANDITS. THE TRICKS HE USES IN HOME ALONE 2 PROMISE TO LEAVE THOSE FROM THE ORIGINAL MOVIE IN THE DUST.

PHOTO BY DON SMETZER



THE OLD PAINT-CAN-ON-A-STRING TRICK. WON'T THESE GUYS EVER LEARN?



PHOTO BY SUE GORDON

*Creek and Hail the Conquering Hero.* Younger audiences may remember him from roles in *National Lampoon's Vacation* with Chevy Chase and *Oscar* with Sylvester Stallone. In *Home Alone 2*, Bracken plays Mr. Duncan, whose toy store is the next job planned by the Wet Bandits.

## WHAT'S IT ALL ABOUT?

The makers of *Home Alone 2* are trying to keep as much of the story a surprise as possible until the movie opens around Thanksgiving. But *Game Players* was able to find out that

in this movie, Kevin's family is heading out of town for another Christmas vacation. Instead of Paris, this time they're headed for sunny Miami. But in another comic turn of events, Kevin ends up on the wrong flight, and he ends up in New York. Although he has relatives in town, they've moved out of their brownstone while it's being renovated so Kevin can't contact them. Looks like he's alone ... again.

While his frantic parents try to figure out where he is — Kevin can't contact them, either — Kevin relies on his wits to get a room in the Plaza Hotel.

There he runs rings around the harried hotel staff until they catch on that he's staying there alone.

In the meantime, Harry and Marv, the Wet Bandits sent to jail by Kevin in the first movie, are out and wouldn't mind getting even with young Kevin. But that doesn't mean they've put their lives as burglars behind — they're planning to rob a toy store owned by Kevin's new friend, Mr. Duncan. By the end of the movie, Kevin is setting booby traps throughout his uncle's home. Is there any doubt who will end up victorious?

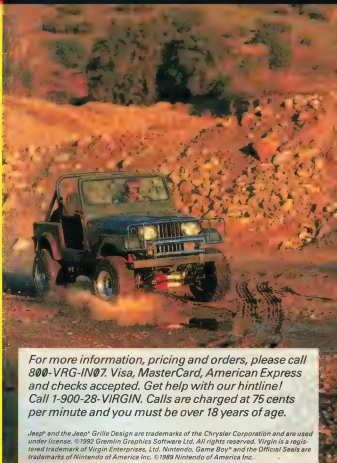
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065 km/h Lap 2/5  
Pos 20th 2:45.7



095 km/h Lap 4/5  
Pos 16th 3:23.6

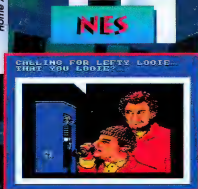




# A Game For All Systems

While Kevin McCallister battles the Wet Bandits on screen, you can play the new video-game version of *Home Alone 2: Lost in New York* at home. THQ, the company behind the original *Home Alone* games, has released Super NES, NES, and Game Boy adventures based on the second movie.

Many game players were disappointed with the video-game adaptations of the first *Home Alone*. But this adventure — the game for each system is the same, unlike the original *Home Alone* game, in which the NES version was different from





the SNES and Game Boy titles — is much better in terms of graphics and game control, and has a more manageable difficulty level.

*Home Alone 2* follows the plot of the movie: Kevin is in New York City, having boarded the wrong plane in Chicago. He manages to get a room at the Plaza Hotel, but it's finally discovered that he's there alone, and an angry hotel staff throws him out. Kevin then goes to Central Park, then on to his uncle's home, a brownstone

where lots of construction work is being

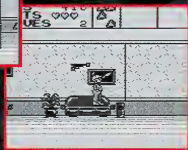
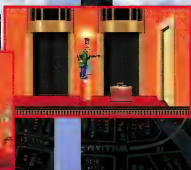
done. It's here that he faces the Wet Bandits, the thieves he had thwarted in the original movie.

There's no time limit in the video games, as there was in the originals. Kevin begins in the hotel, running from room to room and from store to store as he tries to escape vacuum cleaners, luggage, house detectives, and not-so-sweet old ladies. He can take elevators to different floors until he finally escapes. The killer luggage doesn't look so bad once Kevin's fighting off gang members in Central Park. And he must collect

enough gadgets and traps to defeat Harry and Marv once he's moved to the brownstone.

The SNES version of *Home Alone 2: Lost in New York* is, not surprisingly, the best of the three, mainly because it's able to use digitized images. But you'll enjoy the arcade-action as you search for hidden items, grab energizing cheese pizzas, and evade bellhops with a quick knee-slide. As an added attraction, there are occasional scenes from the movie.

— L.M.



# 8 and Under: *A Parent's Guide* to **VIDEO GAMES**



LESLIE MIZELL

**If parents have had one complaint since the first kid picked up the first joystick, it's that video games have no redeeming value.**

*Game Players* understands parents' concerns, and we often point out in our reviews the pros and cons of a game from a parent's point of view—not only educational value, but also excessive violence or stereotypical images of the sexes or races.

Now the holiday season is in full force, and adults are combing store shelves looking for suitable presents for the youngsters in their lives. It's a good time to have a guide in your hands that discusses

the qualities of games for kids—and here it is. Many of these games, such as the "Sesame Street" title *Countdown*, were created specifically as educational tools for preschool children. Others, like *Barbie*, were designed for girls. But many of them, including *Bubsy*, *Clue*, and *Mario Paint!* are fun for the whole family—especially if the family plays *together*.

We took several things into consideration when we chose the games for this guide. Some six-year-olds, of course, can play rings around adults, and they might have *Bart vs. the Space Mutants* or *The Magical Quest Starring Mickey Mouse* finished in half

a day. But most youngsters are going to find those games—great as they are—frustratingly hard. Educational tools such as *Sim City* or *SimEarth* certainly have a place in the classroom or home, but the rules or concepts are probably too difficult for the average preschool or elementary school student to grasp: Keep in mind that the games we're suggesting are for *kids under eight*.

Unless otherwise indicated, these titles are all on store shelves now. You might have to look harder for our Hall of Fame games, but they're still available, too—and often at reasonable sale prices.



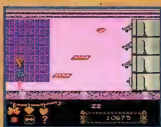
## Barbie (NES) Barbie Game Girl (Game Boy)

How much girls like these two Hi Tech titles, frankly, depends on their opinions of both video games and Barbie. If they're fond of action games, they might not mind an action-oriented Barbie jumping over store counters or pizza boxes as she fights killer wardrobes. And if they like Barbie, they'll enjoy seeing the blonde-blonde as a mermaid or 1950s teenager.

In the NES game, a snoozing Barbie dreams she's been invited to the Fantasy Ball, and she visits different worlds trying to get the accessories she needs. In the Game Boy version, Barbie's at the mall, visiting seven shops to find the fashions she needs for "a dream date with Ken." On the whole, the graphics are better in the

Game Boy version, and the NES game suffers from long stages that send you back to the beginning if you run out of "Z" sleep icons (i.e., wake up).

We'd still like to see an electronic coloring book for Barbie, where girls can do what we think Barbie's all about — pick out, design, and color fabulous fashions. Now that there's a mouse for the Super Nin-tendo system, maybe an SNES Barbie will be more interactive.

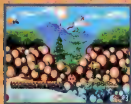


## Bubsy in: Claws Encounters of the Furred Kind (SNES)

Accolade's new adventure won't be available until March, but it's still worth a mention. Although it owes a lot to Mario and Sonic, Bubsy—a cute bobcat—is more animated than any single character we've seen. He gets into catfights, shatters into pieces, shows his disdain of water ... and there's new animation in every level of this 16-meg game. The only problem we've

seen in our early version of the game is that the learning curve is fairly high, and, though there are lots of extra lives to be found, Bubsy dies after just one hit.

Other entertaining characters in the game are the Woolies, "inhabitants of the planet Rayon," who must collect yarnballs from Earth to power their high-fiber plasma spaceships. The humor of the storyline is obvious through all 5 worlds and 16 chapters. We project that *Bubsy* will be a family favorite.



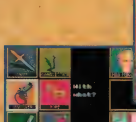
## Clue (SNES)

*Clue* is the best of Parker Brothers' video adaptations of board games, and it's a lot of fun indeed. When Mr. Boddy is found murdered, you must question the familiar list of suspects — Miss Scarlet, Colonel Mustard, Professor

Plum, and the rest — to uncover the killer, the weapon, and the room where the dirty deed was done.

*Clue* is an easily played translation that one person can enjoy alone, or join with family and friends, Better

for kids than *Monopoly*, which is available for all systems, because the rules are simpler and the games shorter. Watch for *Boggle Plus*, soon to be available for Game Boy.





## Countdown (NES)

What a delight! This mathematics game from Hi Tech stars that debonair vampire of "Sesame Street" fame. The voice chip, first found in Hi Tech's equally good (although now hard to find) *Big Bird Hide 'n Speak*, captures the purple guy's laugh and Transylvanian accent. You begin the game by grabbing a number from one to ten at

random; throughout that level, you must find either the numeral itself, or the correct number of ice cream cones or apples or the like. In the next level, you get another number, and so on.

Bonus rounds periodically available teach sequences, simple addition and subtraction, and recognition skills — all painlessly done.



## Mario Paint! (SNES)

The best paint program for video games, is also the only one to use a mouse. Nintendo of America's *Mario Paint!* isn't simply a drawing program, it also lets you compose music or direct a short animated cartoon. It's a great creative tool for kids interested in music or art — and you don't need to know how to read music or draw a perfect circle to enjoy it! The music is a special treat because most youngsters won't have seen any-



We were disappointed in the limited color palette, but the game does, un-



like it. Each note is represented by a Mario icon, so, for example, the bass notes are mushrooms and hearts, and cats and dogs and airplanes make noise on key.

like *Videomation* for the NES or *Art Alive!* for Sega Genesis, include good flesh tones for people of all races. There's also a stamp-design option, and you can save up to 15 of your own stamps. You can save only one "collage" (combination of music, animation, and art), however, at a time, although you can transfer your drawings and cartoons to video tape.

## M.C. Kids (NES)

There's one reason really to like this Virgin Games adventure and one reason really to dislike it. The good news is that it's one of the few games to include an integrated cast. In a *Mario*-like scenario, you play first a Caucasian, then an African-American, or an

Asian... it's great to see a game that includes not only males and females, but different races as well.

But if you're bothered by product placements in movies — the star who holds up a Coke can or eats from a prominently-displayed box of Cheer-



ios — you're not going to like *M.C. Kids*, which uses the golden arches of McDonald's throughout the game. It's a nice little adventure, however, and soon will be available for Game Boy as well.

# GET 'EM BY THE CROSS HAIRS.



Is this truly X-cellent or what? Now you can X-terminate your enemies in truly X-pert style, with the first Super Scope game that uses on-screen cross-hair sights. It's the shoot-from-the-hippest game ever invented, and it'll drive you X-tremely wild. So get that Super Scope off your shoulder and zero in on the X-Zone.

**KEMCO**

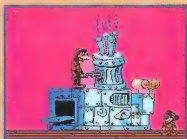


Also: Gear up and go for it with *Top Gear*, the #1 Super NES™ race game. *Phalanx*, the hyperspeed Super NES™ shootout in space. And *Dr. Franken*, Kemco's new monster hit for Game Boy.®

## Mickey's Safari in Letterland (NES)

Hi Tech's latest "Sesame Street" title won't be out for a few months, but most preschoolers will find it worth the wait.

In lands ranging from the ice-covered Yukon to the pyramids of Egypt, Mickey must hunt for the letters of common three-letter words, then, literally, bag them. At the end of the level, he nets a block, which Goofy's gizmo converts to a different letter of the alphabet. Once Mickey has identified two letters, he moves on to a different area. It may be repetitious with play, but then, so is the alphabet song.

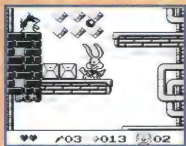


## Tiny Toon Adventures: Babs' Big Break (Game Boy)

The most popular syndicated cartoon in the country — and the only one with Steven Spielberg's name attached — is *Tiny Toon Adventures*, the antics of Buster and Babs Bunny, Plucky Duck, and Hamton the pig. Konami's Game Boy title captures the spirit of the cartoon and will please anyone who loves the cartoons.

In *Babs' Big Break*, Buster, Plucky Duck, and Hamton must rescue Babs from the crew's enemy, Montana Max. Each is armed with nothing more violent than a well-delivered fruit or vegetable, and you switch among them as the situation warrants.

An earlier NES version of *Tiny Toon Adventures* is also fun for kids, although the object of this game, too, is rescuing Babs (our least favorite video-game cliché: women — or female rabbits — in peril).





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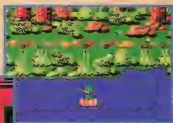
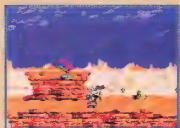
Basic subscription price for 6 issues is \$21.50. Single copy price is \$3.95.



## Tiny Toon Adventures Cartoon Workshop (NES)

This animation program from **Konami** is scheduled for a January or February release. It requires a *lot* of patience to use, but the creative potential for cartoonist-wannabes is practically unmatched.

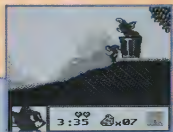
Kids can literally create any cartoon they wish — selecting the stars, the props, the setting, the music, the dialogue, and the chain of events. It sounds like great fun, but the finished product takes some work: The instruction manual for the program is daunting, and there's a 101-step guide to follow to create an actual cartoon. But if the player can survive the learning curve, the replay value of this cartridge is excellent. And with cartoons that can be saved to video tape, kids will really have something to share with friends and family.



## Tom & Jerry (GB)

Like last year's NES *Tom & Jerry*, this Game Boy adventure from **Hi Tech Expressions** sends Jerry on a chase to rescue his nephew Tuffy from Tom's clutches. But while the NES game was set in Jerry's house — from basement to attic — this Game Boy version sends Jerry out into the street and the park before he starts fighting on his home turf.

The stages are very long, and you go all the way back to the beginning of the level if you run out of energy. There are passwords that help kids save their progress; however, these are provided only after every third level.



## Where's Waldo? (NES) The Great Waldo Search (SNES)

There's no comparison here — unless your child wears Waldo pajamas and carries his meals in a "Where's Waldo?" lunchbox, *Where's Waldo?* is going to be frustrating. The SNES version, though, also by **THQ**, is very good.

The problem is simply the difference between the two machines. It's almost impossible — at least for our eyes — to spot the familiar bespectacled Waldo in the cluttered 8-bit version. And precious seconds are lost if you click on the incorrect character. Sometimes you may find the right one-square-inch area by accident, and even *then* not be able to find Waldo.

In the SNES version, the graphics — Waldo included — are much, much larger. It may sometimes be *too* easy to find Waldo, but in each picture you must also find a scroll or other object. In addition, every once in a while, you're faced with *dozens* of Waldos and must find, for example, the Waldo who's missing his glasses or his left shoe.



# The Hall of FAME

## Balloon Kid (Game Boy/Nintendo of America)

— a girl tries to rescue her brother by floating on a series of balloons. Can be tough — especially at upper levels.

## Bubble Bobble (NES & Game Boy/ Taito)

— a little dinosaur defeats enemies by trapping them in bubbles, then popping them. Each level — and there are more than a hundred — is a different-shaped room. Also available for Game Boy.

## Bubble Ghost (Game Boy/FCI)

— a cute little ghost moves through a haunted house filled with obstacles — some of which he can use to his advantage.

## The Bugs Bunny Crazy Castle 1 and 2 (NES & Game Boy/ Seika)

— Looney Tune characters fill dozens of different maze-like rooms as Bugs is hindered by Sylvester, Yosemite Sam, Daffy Duck, and the like. Can be repetitious.

## Capcom's Disney games (NES & Game Boy)

— the most reliable series of games in terms of game play, graphics, and story. Many have skill levels so even the youngest players can join in. Titles include *Chip N Dale Rescue Rangers*, *Darwing Duck*, *DuckTales*, *The Little Mermaid*, *Little Nemo: The Dream Master*, *Mickey Mousecapade*, and *TaleSpin*, all for the NES, and *DuckTales*, *Mickey's Dangerous Chase*, and *Who Framed Roger Rabbit* for Game Boy. Stay away from *Adventures in the Magic Kingdom*.

## Firehouse Rescue (NES/GameTek)

— This game for preschoolers lets you follow the route to a (non-scary) fire and rescue Weebles from the windows.

## GameTek's game show translations (SNES, NES, & Game Boy)

— Considering that there are tiny tots who can hum the "Jeopardy!" theme, game shows are pretty popular with families. And GameTek provides the ultimate home versions of *Jeopardy!*, *Wheel of Fortune*, and *Family Feud*. To date, there are five versions each of the two former, including *Junior Editions* for kids. Game Boy versions can be cumbersome.

## Hatris (GB/Bullet-Proof)

— Among the tons of puzzle titles available for Game Boy, this one has special appeal for youngsters. In a *Tetris* vein, as different styles of hats fall into a pit, you must arrange matching hats into stacks to make them disappear. It's great! Also available on NES, although the Game Boy version is more fun.

## Pipe Dream (NES/Bullet-Proof)

— You're a plumber — though not Mario — who must lay a complex pipeline before the dreaded ooze comes flowing through. Difficult to play on Game Boy, but terrific fun on NES.

## Sesame Street ABC & 123 (NES/Hi Tech)

— quite a bargain now that the two original games have been combined on one cartridge. Different games teach everything from addition and subtraction to recognizing colors and shapes, all with familiar characters.

## Where in Time Is Carmen Sandiego? (NES/Konami)

— probably too hard for kids to play on their own, but *Carmen* is a great tag-team game — one person looks up the data while the other handles the controller. An especially good choice for fans of the PBS "Carmen Sandiego" game show.



SNES

# Act Raiser

Like *Populous*, *Act Raiser* puts you in the divine seat of power and gives you the chance to act as a god.

The game alternates between action and simulation modes. In side-scrolling arcade sequences, you engage in hand-to-hand fighting with monsters. The beauty of these sections is that,

since you're immortal, the game doesn't end if you lose all your "lives." During the simulation mode, you must protect the

people from a few kinds of monsters, but it's the people who eliminate them once and for all. Direct them to the monster's lair, and they form magic circle that destroys the creature. Once the monsters are gone, use lightning to clear forests and fields, sunshine to dry up all the remaining marshes, and so on. Then make sure your people are using every possible square foot of land.

There are special problems in each of the six lands, too, such as wars or plagues. But you can rely on your people to tell you exactly what



to do. If there's no obvious solution, just move to the next area and let those citizens help.

*Act Raiser* has a great soundtrack, and its balance of action, strategy, and role-playing is terrific. In fact, the only real complaint you can have about *Act Raiser* is that it doesn't last longer.



# The Addams Family

First there was the TV show for the macabre at heart. Then the madness was transferred to the silver screen. Now the creepy action can be in your control.

Like the NES version, the Super Nintendo *Addams Family* has you searching the mysterious and kooky Addams mansion

as Gomez hunts for his abducted family members. As you venture deeper into the realms of this horrorfest, you may find yourself wondering why

anyone would have such ghastly creatures and dangerous toys in their house. But who do you think you're dealing with here — Mother Goose?

You've got a lot of ground to cover if you're going to reunite the spooky family. One of the most impressive aspects of *The Addams Family* is its size — there's an enormous number of nooks and crannies to explore. The ghoulish graphics

are done in a cartoony style, but they're highly detailed. What's more, there are treasures galore waiting to be discovered in hidden passages and secret rooms.

If you're looking for a game that's pure fun, your search ends with the fast-paced, danger-filled *The Addams Family*. Where better, after all, to look for unadulterated wackiness than in a house with surprises in every corner?



SNES

# Baseball Simulation 1.000

Here's a baseball game that offers both normal play mode for baseball purists and an "Ultra" mode for those who would like a little fantasy added.

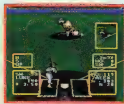
For normal baseball, *Baseball 1.000* has a complete set of tools — you can bunt, steal, throw beanballs, give intentional walks, pick off runners, and so on. But the game's Ultra mode is what makes *Baseball 1.000* really stand out. This mode's 39 Ultra features



(20 pitches, 15 batting features, and 4 fielding plays) includes some wacky action.

Ninja pitches, photon balls, warp balls, hyper throws, and missile hits bring a new dimension to the sport. Play a few innings in Ultra mode, and you'll probably select it every time you plug in the cartridge — it offers some great strategic devices, and it's good for surprises and sometimes for a few laughs.

*Baseball Simulator 1.000* has a distinctly Japanese flavor — just



check out the translation in the instruction manual. Play control is quite good, and the animation is decent, but the graphics fall a bit short of the Super

NES's potential. Nonetheless, we've seen worse.

Any gamer who likes baseball — and likes it with some zany twists — will find that *Baseball Simulator 1.000* offers a huge "any way you like it" menu of choices.

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# Contra IV: The Alien Wars

Are you ready for a hardcore alien-stomping jamboree? Make sure your seatbelt's fastened when you sit down for a session of *Contra IV: The Alien Wars* — this game is going to blow you off your feet. Not only are the graphics extremely well done, but the game play is super smooth as well.

By the year 2636 the alien fiends in the other *Contra* games have been squelched by the Contraspirits, soldiers highly trained in guerrilla tactics. But the aliens have just enough strength for one



final push, and even the Contraspirits may have trouble putting down the invasion. Two men set out to free a city occupied by the aliens — and that's where you come in.

Because of all the action in *Contra IV*, you might expect the slowdown found on other Super Nintendo shooters. But Konami has done a great job of keeping the action fast and the pace breakneck. What really sets

*Contra IV* apart is its originality. You've never seen bosses like these, and you can also use two weapons at once to fry the aliens.

Want a fast-paced game with virtually no slowdown, great graphics, an awesome two-player option, and so much action that you'll miss something if you blink? Look no further than *Contra IV*.

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# SNES

## Desert Strike: Return to the Persian Gulf

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**A** new terror has emerged from the Middle East. A madman, the self-titled "General" Mubaba, has quietly been stockpiling weapons for years. Now he's threatening to use them, and the U.S. president is convinced that Mubaba is deadly serious.

However, a full-scale military operation would be dangerous in the already unstable region — and that's

where you come in. In *Desert Strike: Return to the Gulf*, your attack helicopter has been authorized to make a series of preemptive strikes. The objective is simple: knock out Mubaba's tactical military strength, then rescue the hostages he's using as a shield against foreign invasion.

Simply put, *Desert Strike* is a great game. Its angle-on perspective takes a little getting used to, but once you've gotten the hang of flying around, the combination of

action and strategy is irresistible. Each of the game's four missions is challenging enough to keep any game player busy — and happy — for quite a while.



## F-Zero

■■■■■■■■■■

**Y**ou don't need to know this to play the game, but here's the Scoop: By the end of the 20th century, technological advances have improved all aspects of life, from industry to transportation to entertainment. New forms of entertainment are especially important

because people now work harder than ever and desperately need new ways to relax. The result is an inter-galactic grand prix — F-Zero.

In this racing game, you're a competitor in the brutal F-Zero. You must pilot one of four hovercars in a fast-paced free-for-all. The race courses themselves are against you, filled with dead-end curves and ruthless traps. You've got three circuits to finish (15 tracks in all) and nine planets to visit.



F-Zero is a must for racing fans — the fastest, smoothest racing game we've ever seen. It can be very difficult, but if you stick in there, you'll earn your reward.



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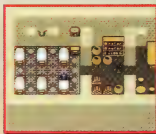
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# SNES

## Final Fantasy II

When Cecil was appointed captain of the renowned Red Wing fleet in the land of Baron, he couldn't foresee the trouble ahead. It seems that the formerly good king of Baron has recently used the Red Wings to plunder peaceful towns and injure defenseless people. Why has the king changed? And what is he after? When Cecil begins asking these questions,



he's hurled into an adventure unlike any other.

*Final Fantasy II* follows the usual role-playing game (RPG) structure, but there's one enormous exception: It has a story. Other games

in the RPG genre may *claim* to be role-players, but all you actually do is gain experience, find new weapons, and fight monsters — there's no person-to-character interaction that defines *role-playing*.

Its huge plot makes *Final Fantasy II* loads of fun to play, and



the colorful graphics and excellent soundtrack don't hurt, either. You meet countless people, and the roller-

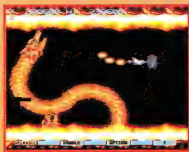
coaster storyline really keeps you guessing. The only *bad* thing about *Final Fantasy II* is that its fans are still eagerly awaiting *Final Fantasy III*.



Square Soft, Westpark G-1, 8347 154th Avenue NE, Redmond, WA 98052

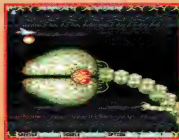
## Gradius III

*Gradius III* is a heavy-caliber shooter that places you in the cockpit of a highly maneuverable spacecraft as you fight your way through side-scrolling screens filled with enemies. Some enemies leave behind power-ups when destroyed so you can boost the power of your weapons and add various kinds of shields and other options. At the end of each stage, there's a boss to defeat. Sound familiar? Well, *Gradius* injects a typical shooter with great animation and graphics.



The bosses are especially well rendered. From the Earwig Scorpion to the Bubble Brain to the Two-Headed Scorch Serpent, these are creatures you'd hate to meet in a dark alley.

*Gradius III* offers considerably more weapon flexibility than most other shooters. When you begin, you can choose from several assortments of weapons and shields that are activated as you collect power-ups. Or you can mix and match your own assortment by selecting each weapon individually. Be prepared, however,



for some action slowdown — when the going gets tough, the tough get sluggish. And in some places, the otherwise good graphics flicker like an NES game.



Konami, 900 Deerfield Parkway, Buffalo Grove, IL 60089-4570

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# SNES

## Hook

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**A**s Peter Banning, a middle-aged attorney, you've never believed in fairy tales. You certainly don't remember a tiny fairy named Tinkerbell or fighting Captain Hook. You've never even *heard* of a place called Neverland until your children are kidnapped and you're painfully reminded of the days when you roamed Neverland with the Lost Boys — as Peter Pan!



Now you must journey back to Neverland to save your children from the infamous one-handed pirate. Rediscover the beautiful island and explore the caverns and tree-tops in which you played as the Boy Who Wouldn't Grow Up. During your journey, develop the skills you'll need to fight Hook (you've gotten a bit rusty with old age) and get reacquainted with some old friends.

Neverland, however, is filled with danger, so you've got to learn quickly! Your children are counting on you



— and Captain Hook is waiting for a rematch.

*Hook* is intelligently made from start to finish. It generally follows the action of the 1991 movie (including the John Williams soundtrack), and while it's not a difficult game, it's challenging to learn all of Peter Pan's tricks. Although *Hook* follows the standard play-through-an-area-and-defeat-a-boss formula, its approach is fresh and its execution is excellent.

■■■■■■■■

## Joe & Mac

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**J**oe and Mac lived peaceful cavemen lives until the Neanderthals came to town — there went the neighborhood! Although they were smelly, (they haven't discovered soap), crass bullies, the worst thing the Neanderthals did was run all the caverwomen out of the area.



Now Joe and Mac must venture into the wild to rescue the village cuties from the jaws of death.

Throughout the cavemen's mission, Neanderthals try to stop them, and hungry dinosaurs try to turn them into McCave-men-burgers.

In the one-player *Joe & Mac*, Joe takes on the rescue mission alone. In the two-player game, Joe and Mac compete against each other for the females' affections. There's also, however, a two-player "super game" in which Joe and Mac cooperate to fight enemies and rescue cave-babes.

Soon to be a Game Boy title, *Joe & Mac* is a solid



translation of the arcade game with average difficulty. The play control is easy to master, and the animation fun to watch.

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SNES

# Krusty's Super Fun House

It seems a little weird that the first Simpsons game for the Super Nintendo doesn't even star the Simpsons. But in actuality, the Simpsons would have trouble filling Krusty's big clown shoes.

In this mix of strategy and action, Krusty's Fun House has been invaded by mice, and he must hunt them down, then destroy them.



Krusty's work is cut out for him, but he's not alone — the Simpson family has decided to help out Bart's hero. Each of the Simpsons operates his or her own special mousetrap, and all Krusty must do is gather the mice and lead them to their doom. Blocks, blowers, and other devices are provided so you can forge a trail for the troublesome hairballs to follow — straight to Rat Heaven. Annihilate any enemies, such as Venom Vipers or Laser Aliens, with a custard pie in the face.

Krusty's Fun House is a lot like Sunsoft's *Lemmings*, except that you're leading small creatures to their deaths instead of saving them. But *Krusty* is a very good game on its own. There are a ton of puzzles to figure out and dozens of rooms to explore. The game also has very colorful graphics and a great circus soundtrack. *Krusty's Fun House* is a game you'll find very tough to stop playing.

# The Legend of Zelda: A Link to the Past

Aside from the *Super Mario Bros.* series, *The Legend of Zelda* and its sequel are the most popular NES games ever. This comes as no surprise, since both titles were created by the same gaming genius, Sigeru Miyamoto of Nintendo. Both games also share another trait — if you see their name on a box, you're going to find a great game inside.

Unfortunately, while *Mario*



adventures are produced fairly regularly, the lag time between the *Zelda* games seems to get longer and longer. *Zelda II: The Adventure of Link* was delayed for more than a year before it was finally released in December 1988, and it took the release of the Super NES to prompt the release of a third game. But if there's a positive side to all this waiting, it's that *Zelda III* is worth the wait. In fact, Nintendo of America expects to sell two million copies before the end of the year.

There's nothing new in terms of concept, but you'll find



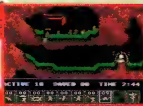
the same variety of creatures, the same hidden heart containers, the same countless — occasionally frustrating — mysteries, and the same huge land to explore. But this is SNES, so Link and *Zelda* look better than ever!



# SNES

## Lemmings

Picture dozens of small people with microscopic brains, all mindlessly following a single leader—who often as not, steers them to their deaths. In *Lemmings*, it's your responsibility



to save the little people from the many dangers that surround them. In each of more than 100 levels, you guide a line of Lemmings across ravines, up ladders, and through passages until they reach safety.

You can lose a few Lemmings along the way, but if anything catastrophic befalls an unacceptable percentage of your Lemmings, you must try again.

To help you save the Lemmings, you can empower them with special skills. For example, you can turn a Lemming into a builder who can construct bridges; a floater who can use an umbrella like a parachute to survive along fall; a climber who can scale cliffs; a blocker who



keeps the other Lemmings from stumbling into danger; or a digger who tunnels around danger.

Both clever puzzle-solving and quick decision-making will rescue the Lemmings from the certain death that surrounds them. But once you've taken some time to learn what these creatures can do, you'll be saving Lemmings in no time. This unique game has legions of fans.

## The Magical Quest Starring Mickey Mouse

The world's favorite mouse finally has his own 16-bit video game—and boy is it a doozy! While *The Magical Quest Starring Mickey Mouse* has a storyline that leaves a lot to be desired (you simply rescue a kidnapped Pluto), every other aspect of the game is done to perfection. In fact, this is easily the best Disney video game ever!



The diabolical King Pete is the menace behind Pluto's dis-

appearance, and he doesn't plan on giving him up without a fight! He's cast a spell over the entire land, making every living creature an unwilling servant whose only job is to stop Mickey from reaching Pete's castle. So while getting there may be difficult, it sure is a lot of fun! Level after level is filled with bonus items, secret rooms, and terrific graphics.

Although the structure of *The Magical Quest* is similar



to other adventure favorites, it's much more than a Mario carbon copy. Innovative twists and turns

have been added to make this game a star in its own right. It's not a difficult game, but there are enough hidden items that it takes quite a while to uncover everything. Young or old, gamers will enjoy playing *Magical Quest*. Face it—this is one game you just can't afford to miss!

# SNES

## Mario Paint!

Nintendo's *Mario Paint* is the program that introduced the mouse to video-gaming. This box-shaped controller allows you to move or command on-screen objects at the click of a button. Jaleco's *King Arthur's World* and Taito's *On the Ball* are already mouse-compatible, and you can expect other games, too.

It's drawing/music composition programs such as *Mario Paint* that



are a natural for the mouse. No fast-paced control required — you can whiz through menu after menu twice as fast as you could with a regular controller.

*Mario Paint* is actually three programs in one — drawing, music, and animation. There's a tool for almost every drawing technique you can imagine, and everything's arranged in clear, logical order. The unique music program makes songwriting a breeze, even if you don't know the first thing about music. If you can hum the tune, then you can translate it to

music — and you'll enjoy the special sound effects each note icon has.

Once you've drawn a picture and composed a tune, combine the two in your own animated cartoon. With *Mario Paint*, the only limit is your imagination!



Nintendo of America: 4820 150th Avenue NE, P.O. Box 957, Redmond, WA 98052

## NCAA Basketball

No true basketball booster ever gets tired of pulling for his team — or of putting down everyone else's. It's these die-hard fans who love *NCAA Basketball*.

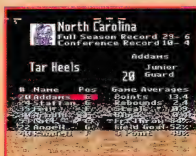
NCAA is the first basketball video game based on real college teams. While the game doesn't use actual names and stats, each team mirrors its real-life counterparts in many ways.

The first thing you notice when playing *NCAA* is the unique first-person perspective. The basket grows larger as you run



toward it, and the players shrink as they run away from you. The unusual perspective works great on offense, but creates problems when trying to play defense: It's hard to set up plays when you're looking at your players from a distance.

But with that exception, *NCAA* is nearly perfect. It's easy to change offensive and defensive plays in transition, and there's a nice, natural feel when you're shooting the ball. The crowd is behind you if you're sinking baskets, but they don't appreciate sloppy



play. The best part, however, is pitting your favorite teams against each other in the *NCAA* tournament.

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# SNES

## On the Ball

**O**n the Ball isn't your average 16-bit brain bender—it's the first SNES third-party title totally dependent on Mode 7, which makes great rotation and scaling possible.

*On the Ball* is also the first mouse-compatible puzzler available for the Super Nintendo. And, amazingly, the software is just as impressive as the hardware: *On the Ball* combines the nerve-racking excitement of *Marble Madness* with

the refined skill of a Chinese pinball machine.

Offering a variety of control options, *On the Ball* gives you a choice of using the L and R buttons, directional pad, or mouse to control the action. You must rotate a playing field, letting gravity guide a marble through a labyrinth complex enough to drive a laboratory rat crazy. You have a limited amount of time, and you're hindered at every turn by vicious bumpers and blocks that cost you precious seconds.



*On the Ball* is easy to get into and understand, but it becomes very difficult in the latter stages. Passwords save you from losing your progress, and the varied courses should hold the attention of even a hard-core puzzle fan. Each level (or "plane") is full of surprises, among them reversed gravity and limited rotation.



## Out of This World

**T**here are plenty of video games based on movies, but not many make *you* the star—and that's just what *Out of This World* does. As the game begins, you, as scientist Lester Chaykin, are conducting an experiment in your lab. But suddenly you find yourself transported to a strange land

pedes and outrun a mountain lion from the fourth dimension, you're taken captive by the humanoid roaming the surface of the planet.

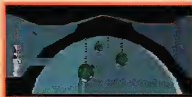
The hardest thing about *Out of This World* is figuring out where to go, when to go there, and in which order you should do things. There's a password feature and unlimited continues, and you need both: This is one tough game.

*Out of This World* unfolds much like a movie—credits roll, a scrolling prologue sets

up the story, and there are plenty of jump-cuts and multiple camera angles. Toss in

an orchestral soundtrack that matches the on-screen action, and

you're the star of an interactive film. Its polygon graphics aren't flashy, but they result in smooth animation, and they're perfect for the action in *Out of This World*.





# SNES

## Pilotwings



One of the first SNES cartridges to be released by Nintendo was *Pilotwings*, a hugely enjoyable simulation that truly conveys the excitement of flying.

Five types of aircraft must be mastered in order to win the coveted Gold License. The best all-around machine for learning the basics is the simple light biplane. The other four types of "aircraft" — parachute, rocket-pack, hang-glider, and helicopter — de-

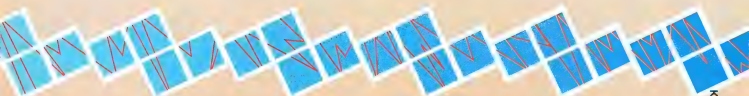


mand considerably more skill and practice in order to master. Although there are some combat scenarios (and good ones, too) in the helicopter mode, the emphasis in *Pilotwings* is on the sport of flying, not the use of aircraft to blow things up. Each flight-mode has been carefully programmed to simulate the dynamics and handling characteristics of its real-life counterpart, and when you have finally achieved mastery of the basic courses, you get to enjoy a number of extremely clever and entertaining "bonus" rounds (would you believe sky-diving penguins??).

With great graphics and sound effects, authenticity and charm, *Pilotwings* is highly recommended for game players of all ages.



Nintendo of America: 4820 150th Avenue NE; P.O. Box 957; Redmond, WA 98052



## Prince of Persia



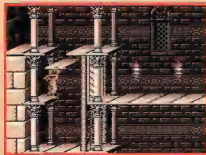
Konami's translation of *Prince of Persia* may be better than even the original computer version. For starters, it's much more colorful than the PC game, with all sorts of nice graphic touches. New rooms have been added, so even if you've played it before, you'll visit different places right from the start. Best of all, Konami has added eight brand-new levels — some of them very long. You sure won't finish this game in one or two sittings!

You play the title role, a dashing adventurer who's been im-



prisoned in a dungeon by Jaffar, the wicked Grand Vizier. Jaffar has taken control of the land while the king is away fighting a war, and he's locked you up because the princess loves you instead of him. As the game begins, you have two hours to work your way from the dungeons to the top of the castle. If you fail, your princess is forced to marry Jaffar.

Plenty of obstacles keep you from reclaiming your love. Once you've escaped your cell and found a sword, you can expect to duel with Jaffar's guards on a regular basis. But the real fun is trying to work your way through the castle — a giant



maze filled with spikes, rickety floors, pressure plates, conveyor belts, iron gates, and razor-sharp blades that bisect you in the blink of an eye.



Konami: 900 Deerfield Parkway, Buffalo Grove, IL 60089

# SNES

## Rampart

When *Rampart* first appeared on the NES, we knew Jaleco had a hit on its hands. Everyone here at *Game Players* was addicted to *Rampart*'s simple, yet challenging, game play. *Rampart* has been on the move during 1992, with Game Boy, PC, and Sega Genesis versions.



Electronic Arts' SNES translation has essentially the same

game play, but this *Rampart* naturally has better graphics and sound than its NES counterpart.

Here's how the game works: There are two modes of play — war and reconstruction. First, you battle it out against the computer (or a friend) by destroying as much of its fleet (or castle, in the two-player mode) as possible. When your time is up, the reconstruction stage begins. Here you try to rebuild your castle walls by filling in the holes with *Tetris*-style puzzle pieces. If you can wall in your castle, your battle continues. If you don't, your opponent wins.

*Rampart* excels on every level, but the two-player

mode is the most fun — especially since the loser must "walk the plank" after a game. The only problem with the SNES version is that the levels get very hard, very quickly. After about six levels, practically every ship in the armada is trying to dock and deploy tanks onto your land, and it's very hard to win if even one ship gets too close. Despite this, *Rampart* is still one of the best games around.

## Rival Turf

A gang of thugs calling themselves the Street Kings have a stranglehold over your city. Led by the notorious Big Al, the Street Kings are bad news for anyone unfortunate enough to cross their path. Fight expert Jack Flak and policeman "Oozie" Nelson are the only two people who have survived encounters with the gang — and neither is anxious to repeat the experience. But when Jack's girlfriend is kidnapped, the pair takes to the streets again.



*Rival Turf* plays a lot like Capcom's *Final Fight*, but there's one major exception: *Rival Turf* has the two-player mode *Final Fight* sorely lacked. There's also a "versus" mode in which you and a friend can battle it out to see who's the best. With 18 different areas of combat and a ton of attacks to master, you won't leave *Rival Turf* any time soon.

While it won't win any awards for originality, *Rival Turf* is better developed than most kick-and-kill games. There's a lot of variety in scenery, enemies, and attack maneuvers. And if you en-



joyed *Final Fight* but were disappointed with its one-player-only action, you should definitely give *Rival Turf* a look. Jack and Oozie need all the help they can get in this 16-bit warfare.

# SNES

## Road Runner's Death Valley Rally

**R**oad Runner's Death Valley Rally drops you into a Looney Tunes cartoon. As the fleet-footed Road Runner, you must outwit sneaky Wile E. Coyote at every turn. His outrageous plans use everything from a steam-

roller to a train. Only you — or a heavy boulder — can stop him from turning the Road Runner into a main course. No sooner have you foiled his fiendish Plan A than he's working on the blueprints for Plan B. How many Acme order forms does this guy have?

As the Road Runner, you devour bird seed for a turbo boost, grab clocks to stop your enemies, hearts for more energy, or shields to become temporarily invincible. When you reach the goal of each level, it's time to foil Wile E.'s

schemes. Look over his shoulder to the blueprint for his latest bird-catching invention. The plans give you hints about how to defeat the boss.

Death Valley Rally is a great interactive cartoon — fans of the classic cartoons will recognize everything from the titles of the levels to the machinery Acme delivers. Graphically, you'll be amazed — the 20 levels of cartoon scenarios really keep the game moving. We love this one!



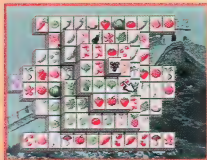
## Shanghai II

**C**heers for Activision — instead of doing a strict translation when they ported their computer game Shanghai II: Dragon's Eye to SNES, they actually made improvements that make the Super Nintendo version surpass the original!

Shanghai is a solitaire version of the ancient Chinese game mah jongg that's one of the best puzzle games around. You set up a game board called a dragon using 144 tiles in seven different suites. There are single

tiles along the edges of the dragon, but the closer you get to the center, the higher the tiles are stacked. The object is to remove matching tiles until the board is cleared. Of course, you can only remove tiles that are "free," not boxed in by tiles on both sides.

There's a terrific variety of tile sets in Shanghai II. In addition to the classic Chinese figures, try playing with the fantasy set or the flags of the world. Activision has added more sets than in the computer version, so you can



even play with vegetable tiles or other wacky sets. In short, here's a simple game to learn and play that's done to perfection.



SNES

## Sim City

Sim City is just what it sounds like — a simulated city that you design and govern. You're the mayor, deciding where to build neighborhoods, shopping centers, and industrial parks. You set the tax rates, build roads and railways, and choose where houses and factories are built. It sounds like fun, and it is — but it can get pretty complicated, too.

You begin the game with a barren landscape and just enough money to get things rolling. At first,



you might lay out a single road, a factory, a commercial block, and a small neighborhood. As Sims (simulated people) move in and start living and working in your small town, you then expand neighborhoods, and maybe add a few new businesses and a factory or two. But just when your town becomes a thriving city, you notice something new. Traffic jams. Crime. Pollution. People begin leaving your city, and

you must fix the problems before your city becomes a ghost town.

Sim City is a terrific game, based on one of the best-selling PC titles of all time. The SNES version is every bit as good as the computer original, and it even boasts additional features. For example, you're occasionally awarded gifts to place around your city. These perks not only add to your city's value, but they also can create extra money for future expansion.

## SimEarth: The Living Planet

You can't really call *SimEarth* a fun game, but it is a great tool for learning about our fragile environment. *SimEarth* actually lets you grow your own planet, mixing in a little nitrogen, a little sunlight, a few trillion bacteria... pretty soon you've got "intelligent" life forms causing pollution or an ungrateful Mother Nature causing earthquakes and Ice Ages.

*SimEarth* is for the adventurous, for

those people who like to learn and play in an interactive environment. It's a great classroom tool for earth science and ecology teachers. There are a variety of planets on which to breathe life, and each world is rooted in the "Gaia theory" originally proposed by scientist James Lovelock. Gaia is based on the idea that Earth's life forms — you, me, the crustacean down the street, and so on — are bound together as part of the self-regulating planet itself. In other words, the health and

long-term existence of our planet and everything that lives on it are interrelated as a single living organism.

Scientists may argue with the theory, but the ideas involved have caught the interest and imagination of millions at a time when the peoples of the world must come to grips with a host of environmental challenges. And *SimEarth* is an absorbing model of the many factors that influence the life — and death — of a planet.



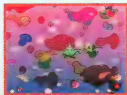
# SNES

## The Simpsons: Bart's Nightmare

■■■■■■■■■■

If you thought that Bart caused trouble on the NES and Game Boy, wait until you see him on the Super Nintendo! It's easy to see why his latest adventure is his wildest yet—it takes place within his own twisted little mind.

Bart's fallen asleep while doing his homework, and if he doesn't have it ready for class in the morning he could be stuck in the fourth grade forever! His only hope is to search



his nightmare for the missing pages of his assignment. Unfortunately, each piece is heavily guarded by twisted versions of

Bart's family or familiar characters from "The Simpsons," such as Apu, Smithers, Principal Skinner, and Itchy & Scratchy.

Your first job is to keep Bart asleep long enough to enter five different nightmares and collect the eight pages of homework. While you're in the beginning "Windy

World" scene, catch the blue "Z" symbols that float around, watch out for buses and mailboxes, and look for a piece of notebook paper blowing down the street. Jump on it and you have your choice of two doors, each leading to a different nightmare. However, if you're hit too many times while you look for the page, Bart wakes up without his homework, and whatever horrors he encountered in his dream will seem small in comparison to the wrath of Marge and Mrs. Krabappel.



## Smash TV

■■■■■■■■■■

In the not-too-distant future, a TV show like *American Gladiators* will seem sissified. Why tune in and watch contestants compete in silly sports games, when you can get involved the human drama of a contestant fighting for his life against an army of deadly robots?

Welcome to *Smash TV*, where life is cheap and prizes are plentiful. As a contestant, your only concern is to stay alive, pick up money and prizes, and blow up as many robots as possible.

Fans of the popular arcade game will love the Super NES version. In fact, the only difference is a slight toning down of the game's rather gleeful gore (Nintendo has that strict



"no flying intestines" policy). All the action remains essentially unchanged.

*Smash TV* isn't a game for the faint of heart or the slow of fingers. "Challenging" doesn't begin to describe its difficulty level. Oddly enough, in spite of the relatively simple game play (or maybe because of it), you don't really *mind* con-

stantly replaying the first sections of the game.

If you're looking for mindless destruction on a mass scale, look no further.



# SNES *Soul Blazer*

Once the Friel Empire was a sprawling kingdom, filled with creatures of every description. But now all is quiet.

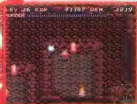
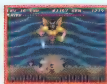
King Magrid, the greediest man who ever lived, had only one desire — to possess gold ... at any cost. He commanded Friel's greatest scientist, Dr. Leo, to invent a machine that let him talk to Deathtoll, the King of Evil. Leo tried to resist, but Magrid kidnapped his daughter, Lisa, and forced him to work.

Once the machine was constructed, the king made a deal with Deathtoll to exchange souls for gold. Deathtoll eventually captured the souls of every living creature in Friel, paying Magrid one piece of gold for each. Deathtoll banished the souls to monster lairs, and soon Friel was home only to Deathtoll's monsters.

Then *Soul Blazer* was sent from the Master's Shrine in the sky to defeat the monsters and release the souls of Friel's inhabitants. As each monster lair is sealed, one

living soul is set free. You are this *Soul Blazer*, and you must release the trapped souls of living creatures, then talk to them to gather the information and equipment you need to defeat Deathtoll.

*Soul Blazer* is a fine game with colorful graphics. It's large in scope, with lots of odd stories and subplots to keep you interested. It may not be the toughest game to beat, but it's truly enjoyable.



# *Street Fighter II*

What hasn't been said about *Street Fighter II*, the hottest SNES game ever. Capcom crammed Ryu, Zangief, Guile, and all your other favorite street fighters into one huge SNES cartridge! Believe it or not, *Street Fighter II* has all the features of the coin-op smash, including the number of countries to which you can travel, and the tons of attacks you can master.

For those of you who haven't played *Street Fighter II* in arcades, here's the lowdown on what all the buzz is about. First you choose your

character from eight unique fighters, ranging from a Japanese sumo wrestler to a Las Vegas boxer. Next, you compete in a worldwide tournament, traveling to distant lands and challenging champion fighters. Each character has an unbelievable number of attacks that only they know, and to defeat each fighter, you need well-devised strategies.

Arcade fans won't miss a single thing in the SNES version. Really! Everything's here — from the beautiful backgrounds to each deadly attack. And

those of you who haven't played *Street Fighter II* won't know how much fun you've missed until you try it out for yourself.

*Street Fighter II* is not only a really great game — it's also one of the best arcade translations ever.





# SNES

## Super Bases Loaded

**S**uper Bases Loaded, the SNES version of Ryne Sandberg Plays: Bases Loaded 3, is a visual masterpiece—and a lot of fun to play, too.

No other baseball game available dazzles the eye like this one. From the base hits to the scoreboard ads, its precision and clarity is astonishing. Even the players' uniforms are vivid examples of the SNES's rich palette of colors.

The game play also sets standards. The field dimensions and



player size are realistic in proportion to the action on the field, something rare in most sports simulations. You can also track the

location of all nine fielders at the same time, which means your odds of catching a long fly ball are now the same as those of the system-fielded team.

Like the 8-bit *Bases Loaded 3*, *Super Bases Loaded* also features a rating system that assesses not only the ballplayers, but *you* as well.

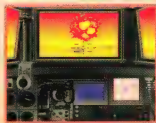
Based on variables such as how many bases your players steal, how many base runners your pitcher is able to pick off, and how many times your hitters strike out, your overall performance is analyzed, evaluated, and scored following each win against a computer opponent.



## Super Battletank: War in the Gulf

**G**arry Kitchen's *Super Battletank: War in the Gulf* is a simulation based on the Persian Gulf War. While it's not a true simulation—it goes more for arcade action—*Super Battletank* does give players a pretty good idea of what it might be like to control the mighty M1A1 tank.

With ten desert missions, there's plenty of opportunity to test out your tank's capabilities. Among its awesome defensive weaponry is the thunderous 120mm cannon, and for offensive maneuvers it has a temporary smokescreen. If you need



something more subtle than the cannon, try the 7.62mm machine gun—a little beauty most valuable when

battling the Soviet-built Mi-24 HIND helicopters. Your most impressive weapons are laser-guided missiles capable of tracking down enemies at incredible distances.

*Super Battletank* scores big in several categories, including graphics and sound effects with an almost frightening sense of realism. When the enemy 'copters turn 180 degrees

in the immediate foreground, the detail is amazing. So sit back, turn up the volume on your television, and let the boom of the 120mm cannon rattle your living room.



# SNES

## Super Castlevania IV

There's a Transylvanian legend that says the forces of Good weaken every 100 years, giving Evil a new chance to spread havoc in our world. Of course, in Transylvania, Evil is just another term for that relentless bloodsucker, Dracula. And if you're like most gamers, it's almost impossible to mention Dracula with thinking of those vampire-hunting Belmonts.

Although fans of previous games will find that many of the

essentials have remained the same, the improved graphics in *Super Castlevania IV* — along with several new tricks for Simon to perform — breathe life into an old favorite.

The Mystical Whip hasn't failed Simon in the past, and that's what he uses against most of the ghouls and monsters he meets in *Castlevania IV*. You can also carry one other special weapon: either a dagger, axe, boomerang, fire bomb, or a watch that freezes



all on-screen enemies.

Besides the knockout graphics, the biggest change in *Castlevania IV* is the way Simon uses

his whip. You can now aim in eight directions: horizontally, vertically, or diagonally. You can also swing the whip in a circle, or even wrap it around rings and swing to hard-to-reach spots. The new ways to use weaponry give *Castlevania IV* a lot more variety than the earlier games.

## Super Double Dragon

It took a while, but those popular martial-arts brothers have finally appeared on Super Nintendo. This time around, Billy and Jimmy Lee have left the streets to open a training school in Los Angeles, and the hapless Marian is now a policewoman and part-time instructor at the school. But things being

what they are, Marian disappears after infiltrating a gang known as the Black Shadow Warriors. The brothers are on another rescue mission.

*Super Double Dragon* is a good game, but it's not without its flaws, the first of which is the lack of variety in bosses. The characters you fight in the last level are the same as those you beat in the first. The levels don't change much, either, so the game occasionally gets a little bland. Luckily, the pros outweigh the cons. There are some very sweet moves in this version — the best of which has you grabbing an enemy's arm and doing a dozen kicks to his head! You can practice the maneuvers on a punching bag until you're ready to take on enemies who hit back.

The graphics are great in *Super Double Dragon*, and the game play is very smooth — especially with the different moves. Thumbs up to *Super Double Dragon*; the new features make it a must-play game.



# SNES

## Super Ghouls 'n Ghosts

Arthur, the hero of *Ghosts 'n Goblins* for the NES, faces new perils as the Emperor of Evil, Sardius, places the kingdom under a sinister spell. The Ghoul Realm returns and the dreadful Undead stalk the world once more. And yet again poor Guinivere has been imprisoned.

To restore both peace and Guinivere, Arthur must belt on his armor, collect his magic weapons, and successfully cross eight dangerous regions, each dominated by one



of the loathsome Foul Guardians. Hidden treasure chests contain weapons, sacks of gold, upgraded armor, and a few booby-traps.

Although *Super Ghouls 'n Ghosts* sticks close to the *Ghosts 'n Goblins* mode, Capcom has lavished color and detail on every scene. It also has a nice, good-humored tone to it, reinforced by the clever sound effects. Game play is very smooth,

and as a welcome feature — considering how difficult some of its levels are — the game gives you a chance to set the number of lives you want before you play, up to nine.



## Super Mario Kart

You're at the wheel of a single engine, metal-pipe frame go-cart in a race through Mario World for the coveted Gold Mario trophy. Choose among Mario, Luigi, the Princess, Toad, Donkey Kong Jr., a Koopa, Yoshi, and Bowser, then take to the track in cup races or a battle mode.

With outstanding graphics and musical themes taken from *Super Mario World*, you'll feel like you're

in a Mario amusement park when you play *Mario Kart*. Listen and watch as you go inside Bowser's Castle, driving only inches above boiling lava. Zip by Vanilla Lake, drive on the Donut Plains, and see other Mario World scenery.

There are four cup races: the Mushroom Cup, Flower Cup, Star Cup, and the Special Cup. But if you need a break from the racing action, there's a battle mode in which you and your oppo-



nent strap revolving balloons to your go-carts. The first competitor to pop three balloons is the winner. It's a great game in itself!

Come to think of it, amusement parks should be this much fun!





SNES

## Super Play Action Football

**S**uper Play Action Football is jam-packed with special features. For instance, this is the first SNES football game to offer either two-player simultaneous or head-to-head play at the NFL, college, or even high school level. You even get to design the uniforms for your high-school team!

Die-hard football fans will enjoy playing season competition and watching their team progress through the year. You can coach



your team, too, choosing from a play-book of 32 offensive and 16 defensive plays.

Perhaps the game's only fault is its slow speed. While there's not any break-up or slow-down during play, it constantly moves at a snail's pace. But you can easily spend that extra time for thinking through your plays, so it allows for more strategy.

Super Play Action Football may not be have the hardest-hitting action in the gridiron category, but pig-skin strategists and fans will love the unique options and features.



## Super Off Road

**W**elcome to the tough, competitive world of off-road four-wheelin'. No track is too curving, bumpy, or muddy to frighten away drivers willing to risk life and limb for a handful of prize money and a chance to race one more time.

That's what *Super Off Road* is really all about: staying in competition so you get a chance to race on the next track. The game itself never ends, it just goes on and on until you (and

whomever you're playing with) decide to stop.

Fortunately, the game has enough variety to keep you interested for quite a while — there's a total of 64 variations on 16 different tracks. The computer-controlled drivers are extremely aggressive, but after a few times around the circuit, you'll start to know on which tracks you can earn the checkered flag, or at what point in a race it becomes obvious the best you can do is place second.

But whether you play against someone else (recommended for maximum enjoy-



ment) or the computer, you're in for a tense, nitro-charged experience, highlighted by one of the heaviest soundtracks yet on a home-gaming system—you have to hear this one in stereo to appreciate it.



# SNES

## Super Soccer Champ

There still hasn't been a definitive soccer simulation for SNES, but we think *Super Soccer Champ* comes closest. Unlike Nintendo's *Super Soccer*, *Super Soccer Champ* keeps the overhead perspective, which gives you a better feel for what's going on around you. The action in this game is also better than in its competition, which makes it easier to set



up and execute quick passing plays — the kind that translate into goals.

The major problem with *Super Soccer Champ* is that the computer is sometimes slow to switch control to the player closest to the ball, making it difficult to beat your opponent to loose balls. You're especially going to have trouble if you're playing against the computer instead of a friend.

Special moves for hot-shot players include head-butts and bicycle



kicks. You can also try to steal the ball with a slide. But don't expect a high-scoring game; *Super Soccer Champ* is similar to the actual sport in that regard.

## Super Star Wars

No single movie has had the massive impact of *Star Wars*. It introduced millions to science fiction, changed the way we think about outer space, and captivated generations of moviegoers with a colossal fantasy that's just as popular today as it was when it was released 15

years ago. But until recently, video gamers had to be content with the old Atari 2600 system if they wanted to take Lightsaber in hand.

Following last year's one-two punch of 8-bit *Star Wars* games (*Star Wars* and *The Empire Strikes Back*), JVC and LucasArts have created a version for the only Nintendo platform that can do justice to the classic films — the Super Nintendo. And, like the films, *Super Star Wars* is on the cutting edge of modern technology. The huge characters are very detailed, there's a stage depicting almost every scene in the movie, and the classic John Williams soundtrack puts you *in* the action!



The game's only problem is its exceptionally high difficulty level. Some of the levels seem overly long, and you often are attacked by tons of enemies at once. However, this type of challenge may be the ticket for some game players.



# SNES

## Super Tennis

Among the major sports that have been adapted in simulations for the SNES, it's *still* hard to beat *Super Tennis* for realism and accuracy.

With top-notch graphics and sound (especially when heard in stereo), *Super Tennis* is great fun. You can play against a friend or the computer in a singles or doubles match, or you can make

a run for the cup in the world-circuit mode. There are an unusually large number of moves at your disposal, which adds a great deal of strategy to the game.

The only bad thing about *Super Tennis* is that it may be a little too difficult for most players. Even your first computer opponents are very tough to beat until you've mastered your technique. Because of this, it's a good idea to compete with a friend instead of the computer until you're used to the controls.



If you're looking for a good sports game to play on your SNES — and if you don't get frustrated easily — *Super Tennis* is definitely for you.



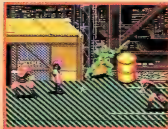
## TMNT: Turtles in Time

Once again our Heroes in a Halfshell are pitted against the infamous Foot Clan — although this time Shredder decides to get rid of the Turtles by banishing them into a time warp. You'll need more than a few tricks in your shell to rescue the turtles from their fate.



*Teenage Mutant Ninja Turtles IV: Turtles in Time* has it all. Those of you who have played it at arcades will be amazed at how faithful the SNES version is. The Turtles easily top their other adventures with large graphics and top-notch music — but that's not the only difference. This Super Nintendo game also gives you many more combat maneuvers than in the previous games, and there's much more variety among the levels.

*Turtles in Time* is unquestionably the best TMNT video game yet — even better than their first coin-op game. You can go against Shredder



alone, try a two-player simultaneous game, or battle it out with a friend in the Vs. mode. In other words, the SNES makes great turtle soup no matter how you serve it.



# SNES

## Top Gear

With so many racing games available, it's hard to get excited. Most of them are just the same old thing with a few minor changes. You might have given up on racing games — after all, if you have one, you have them all, right? If that's your attitude, you haven't seen *Top Gear*.

While even *Top Gear* doesn't introduce anything really new to racing games, you won't find the normal features better utilized. If you've ever played a racing

game and found it had only one good thing going for it, that one thing is probably a feature in *Top Gear*.

You can choose from four different cars, switch between manual and automatic transmission, refuel in the pits, travel the globe to compete on a huge number of tracks, and much more. There's even a two-player mode in which you race against a friend for an entire season. The racer ranked highest in the point standings after the last track is the world champion.



*Top Gear* does just about everything right. The two-player mode is especially fun, and the password feature allows you to race a long season in more than one sitting. If you want a great SNES racing game to impress your friends, try *Top Gear*.



## True Golf Classics

It was impossible for us to choose between *Waialae Country Club* and *Pebble Beach*, the first two titles in T&E's *True Golf Classics* series of simulations. The two are essentially the same game set on two different courses. The important thing is that both are really great games, and tough, realistic simulations with lush scenery and lots of detail.

Seaside Waialae (WHY-AH-LIE) Country Club in Honolulu, Hawaii is a sprawling 7,000-yard, par-72 golf course with plenty of chal-

lenge — if the ever-changing terrain doesn't get you, Oahu's nasty trade winds will. With Southern California's *Pebble Beach* course, you must hit around, over, or through more natural hazards than perhaps the Scots ever intended when they invented the game. But be of good cheer — Tom Kite once notched a course-record 62!

From the intelligent instruction manuals that include plenty of useful information on each hole to the intuitive game play to the smooth, precise animation to the number of game options, these games are a

golfer's dream. The putting requires a too-delicate touch — the difference between an eagle and a bogey relies more on good luck than good putting — but we're confident T&E will fix that in their next game.



# SNES

## WarpSpeed

After a millennium of peace, the people of Earth have turned their energies to exploring and colonizing the vast galaxy. Eight quadrants of the galaxy have been charted, and G.A.S. (Galactic Armed Services) patrol vessels are constantly exploring new star systems.

But suddenly fleets of alien ships begin to pour through mysterious black holes, destroying G.A.S. outposts across the galaxy. Known as The Horde,

these alien aggressors use the Black Holes to leap from one quadrant to the next, attacking Earth forces at will.

The years of peace have left Earth defenseless. But top scientists have quickly designed one super-powerful Star Fighter capable of battling whole fleets of alien ships. And guess who gets to pilot this amazing ship!

*WarpSpeed* puts you in the cockpit for some flight-simulation action you won't soon forget. You battle four types of alien fighters in up-close dogfights, struggling to



clear each quadrant of The Horde's forces, while protecting Earth outposts from disease and other perils. This is a *great* space game — logical and action-packed with solid strategy elements and weird alien ships. Not a big name, but a really big game.



## WWF Super Wrestlemania

Wrestling fans, get ready to rumble! In *WWF Super Wrestlemania*, a souped-up version of the wildly popular WWF games for the NES and Game Boy, you can choose from ten of your favorite superstars and hit the mat with awesome digitized graphics and excellent sound effects.

*WWF* is a good game, but it's not without its problems.

First of all, you can't join a tournament for the championship belt in any of the three game modes: singles competition, tag-team, or the survivor series. Fighting single matches over and over can get boring, and a tournament option would have kept the action fresh. Also, the players all have the exact same moves — they don't even have the special attacks that made them famous, such as Jake "the Snake" Robert's "DDT," or the Earthquake's "Earthquake." Without those, the

only difference among the characters is what they look like.

All in all, *WWF* is a solid wrestling game that could have been one of the best ever if not for some substantial drawbacks. You'll have the most fun playing against a friend — re-creating those famous *WWF* rivalries definitely makes you anxious to fight just one more match.



# NES

## The Addams Family

Ocean; 1855 O'Toole Avenue; Suite D-102; San Jose, CA 95131



In *The Addams Family*, the strange brood has been evicted from the home by sneaky attorney Tully Alford, who's after the family fortune. Morticia, Lurch, Grandmama, Pugsly, and Wednesday head for the lawyer's office to ask him to

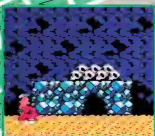
reconsider their eviction, but the family members never return.

As Gomez hunts for the missing characters, he gives you the grand tour of the Addams family homestead — a museum-like mansion that's full of secret rooms

and mysterious puzzles that must be pieced together. You must help him rescue his family and recover his family fortune, or else Tully Alford will be the new resident of 000 Cemetery Ridge.

## Adventure Island 3

Hudson Soft; 400 Oyster Point Blvd.; Suite 515; South San Francisco, CA 94080



Imagine that you're on a tropical island with a beautiful girl. Suddenly an alien spaceship whisks her away! Toss in some friendly dinosaurs and monsters, and you've got *Adventure Island 3*.

As in the other games in the series, you, as Master

Higgins, must collect weapons and power-ups by searching inside eggs hidden throughout each island — and remember to search for invisible eggs, too. Five types of dinosaurs, each with different attributes, can also help you through different parts of the action.

The graphics in *Adventure Island 3* are filled with rich colors and bright backgrounds, although there's not much variety in the look of the eight different islands. Each, however, has plenty of challenge.

## Batman Returns

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570

Although it's not as good as Sunsoft's *Batman: Return of the Joker*, Konami's adventure of the Caped Crusader is of interest because it follows the plot of last summer's movie smash.

In *Batman Returns*, the Penguin has left his subterranean lair to wreak havoc on Gotham City. At the same

time, secretary Selena Kyle has suffered a traumatic injury only to be reborn as Catwoman. And Bruce Wayne must battle both Catwoman (second-level boss) and Penguin (final boss) to restore order to Gotham.

This arcade game is similar to the original *Double Dragon* in both looks and

fighting maneuvers. But the Lee boys never had to fight an enormous rubber duckie!



## The Blue Marlin

Hot-B; 1255 Post Street; Suite 1040; San Francisco CA 94109



Considered by fishermen to be the King of Fish, the blue marlin can weigh up to 1,000 pounds — every bit of its muscle. When you hook a marlin, you're in for a fight.

Like Hot-B's earlier *The Black Bass*, *The Blue Marlin* casts you in the role of con-

testant in a sport-fishing contest. Your goal is to bag the biggest marlin of the day. But first you must try for smaller fish such as barracudas and dorados. Learn the lures to use for each fish, as well as how deep to trawl your line. When you're ready

for the marlin, study his habits to decide where he'll be.

There aren't ninjas or bosses or power-ups in *The Blue Marlin*. But it's one of the most original and enjoyable games around. Don't let the unusual theme keep you from trying this terrific cart.



# NES

## Break Time: The National Pool Tour

FCI; 150 East 52nd  
Street; New York, NY  
10022

Rack 'em up! It's time to play FCI's *Break Time*. You travel from coast to coast competing against the nation's top players in this realistic billiards game.

*Break Time* offers many different ways to

play. There are individual nine-ball, rotation, eight-ball, and 14-1 rack games, or use a practice mode in which you can hone your skills. In the tournament mode, you take on top players from across the na-

tion. To reach the final tournament, you must beat some pretty wild characters—each with his or her own tournament plans. You can also play against a friend to decide the local billiards champ.

## Bucky O'Hare

Konami; 900 Deerfield  
Parkway; Buffalo Grove, IL  
60089-4570

In *Bucky O'Hare*, based on the syndicated cartoon, you must eliminate toads from throughout four planets before taking on the Magma Tanker, the most heinous of the toadish creations. If it sounds like too big a job for one rabbit, you evi-

dently don't know enough about Bucky O'Hare, futuristic crime fighter. As you conquer a planet, you regain the help of one of your abducted pals. But be careful—KOMPLEX, the robotic leader of all toads, is waiting for a rabbit stew.

*Bucky O'Hare* is as big and diverse as many 16-bit games, and the action is as quick as you find in any game. Overall, *Bucky O'Hare* is a fast-paced adventure with enough promising characteristics to make even 16-bit owners want to play.

## Danny Sullivan's Indy Heat

Tradewest; 2300 South  
Highway 75; Corsicana, TX  
75110

Almost an exact translation of the coin-op game, *Indy Heat* delivers the same addictive racing excitement—except the NES game goes one better. Where the arcade version allowed only three human drivers to compete, up to four can play this version, and the extra car is driven by Sullivan himself.

There's a one-player game in which your main competitor is Sullivan, a two-player head-to-head game, or a four-player fight with the Nintendo Four Score adapter (not included).

This game is exactly what it's supposed to be—a faithful conversion of a great arcade game. Nothing, not

even the tiniest graphic detail, has been overlooked. *Indy Heat* is colorful, easy to get into, and a lot of fun.



## Darkwing Duck

Capcom; 3303 Scott  
Blvd.; Santa Clara, CA  
95054

A mysterious and terrifying crime wave has stricken St. Canard, and the city is held hostage by F.O.W.L., the Fiendish Organization for World Larceny. Its operators have been stealing everything they can get their grubby

hands on. And the leader is the infamous criminal mastermind known as Steelbeak.

Only the agents of S.H.U.S.H. have a prayer of putting an end to this madness. And when the going gets *really* tough,

S.H.U.S.H. calls on Darkwing Duck.

The web-footed crime-fighter of Disney's cartoon show is the star of this seven-stage action game—a good adventure even if you're not a fan of the fowl's cartoon.



# NES

## Dragon Warrior III

Enix; 2679 151st  
Place NE; Redmond,  
WA 98052

This third chapter of the best-selling *Dragon Warrior* series is a "prequel" that tells the story of Erdrick the Great, father to a long line of adventurers.

Your adventure begins in Aliahan, where the king sends you out to rid the land

of the evil Archfiend Baramos. You must travel through many lands, talk to many people, search for many clues — and map many places. Once you have assembled a band of adventurers, you explore the Overworld, then move

into the World of Darkness — which turns out to be Alefgard, the kingdom of Erdrick the Great from *Dragon Warrior I* and *II*. Since the sun definitely *did* shine on Alefgard then, it must be up to you to bring light to this desolate land.

## The Fantastic Adventures of Dizzy

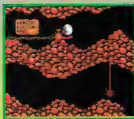
Camercia; 3415  
14th Avenue;  
Markham, Ontario;  
Canada L3H 0H3

Already the Mario of the U.K., it took Dizzy, the adventurous egg, a while to cross the Atlantic. But this Nintendo-compatible cartridge is much fun, with egg-cellent puzzles, graphics, and game play.

Dizzy's adventures take you across the land of

Zakeria. A once peaceful kingdom, Zakeria's now controlled by the evil wizard Zaks. Dizzy must find his friends, save his girlfriend Daisy, and collect a potion to heal the leader of the Yolkfolk, Grand Dizzy. Whew! It's a big egg-venture!

Goodmagician Theodore assists you in solving some of the harder puzzles. He won't give the whole game away, but he's got some great clues.



## Felix the Cat

Hudson Soft; 400 Oyster  
Point Blvd.; Suite 515; South  
San Francisco, CA 94080

Our mischievous feline friend must save his girlfriend, Kitty, from the clutches of the evil Professor, who's still trying to get his hands on Felix's magic bag. In multi-level stages filled with lower-class enemies, you travel and collect Felix head icons. Some icons hold milk bottles that refill your life/

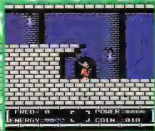


heart meter; others have power-up hearts.

These hearts are what make the game so much fun: They change Felix's magic bag into inventive weapons and vehicles, from a plane to a tank to a hot-air balloon to an undersea submarine. A lot of imagination has gone into *Felix*, and its non-violent action makes it a winner.

## The Flintstones: Bedlam in Bedrock

Taito; 390 Holbrook Drive;  
Wheeling, IL 60090

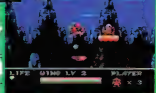


Yabba dabba do! It's Fred's 30th birthday, and what better way to celebrate than with an NES adventure? Unfortunately, the party is put on hold when a 30th-century time traveller, evil Dr. Turner, dinosaur-naps Dino and Hoppy! To res-

cue the prized pets, Fred calls on Gazoo, his alien friend. Gazoo has a time machine of his own, but the pieces are scattered all over Bedrock. Before Fred can head into the future, he must find the pieces and reassemble the machine.

Fred really sees some action in this game, whether it's riding a pterodactyl, grabbing a bronto burger, or playing a little Stone Age basketball. Be sure to listen to Wilma, Barney and Betty!

# NES



## Gargoyle's Quest II

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054

Once the world was known as the Ghoul Realm, and it was ruled by gargoyles and other mysterious creatures. One of the gargoyles, Firebrand, dreamed of becoming a warrior, and he trained every day. Finally, he got his chance. A terrifying

Black Light invaded the Ghoul Realm, draining all the magic from every living thing. Firebrand, having proven his skill in the training center of Etruria, set out to discover the source of the Black Light—and free the Ghoul Realm.

*Gargoyle's Quest II* packs a wallop. It's not only a big game—with something new in every stage—but it's also one of the most challenging NES games of the year.

## King's Quest V

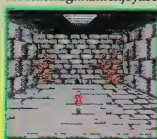
Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570

Disappointing graphics can't keep *King's Quest V* from being one of the best graphic adventures ever for the NES. King Graham returns to the site of his Davenport castle only to find it missing—and his family, too. With the help of an old magician and a talkative owl, Graham must search high and

low for Mordrick, the wizard who's captured his family.

The storyline and action are virtually identical to the PC game, and the puzzles and situations are intriguing. It's also surprisingly straightforward—with few exceptions, it isn't too tough to figure out what needs to be done in a

given situation, which keeps the action light and enjoyable.



## Mega Man 4

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054



What secret project is Dr. Cossack hiding in his lab? Once again a power-hungry scientist has designed eight robots to help him take over the world. And once again it's Mega Man to the rescue.

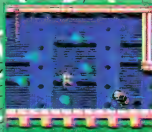
Capcom has reworked some of the Mega Story, but

this game has many of the same features: the Rush Jet, the Rush Marine, the Rush Coil, and a few familiar infamous faces. This time around Mega Man must battle Toad Man, Bright Man, Pharaoh Man, Skull Man, Dive Man Drill Man, Ring Man, and Dust Man.

And if you think you're finished with them once you've ground them into robotic dust, think again—once just ain't enough!

## Mega Man 5

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054



In his seventh adventure (five NES, two Game Boy), Mega Man may face his toughest battle yet. Severely injured in his last fight with Dr. Wily, Mega Man heads back to Dr. Light's laboratory for repairs, only to find that his creator has been kid-

napped. And what's worse, the scientist has been kidnapped by ProtoMan, the prototype for Mega Man himself.

ProtoMan has learned a lot from Dr. Wily, for whom he once worked. He's set up a castle guarded by eight new robots. As

Mega Man begins a 16-level rescue attempt, he must battle Stone Man, Napalm Man, Gyro Man (a helicopter robot), Star Man, Gravity Man (who controls the forces of gravity), Crystal Man, Wave Man (an undersea robot), and Charge Man (a locomotive robot).



# NES



Based on the top-selling miniature race cars, the Nintendo-compatible *Micro Machines* puts you inside these vehicles, whose size allows you to race around in some pretty strange places, such as a breakfast table, sandbox, and bathtub.

The graphics are simple but colorful, and everything moves exceptionally well. However, *Micro Machines* isn't sophisticated enough to handle split-screen action during two-player, head-to-head races. To keep both players on-screen, the race stops when

one gets too far ahead of the other. Then the faster player scores a point, the two cars even up, and the race resumes. This start-and-stop action is the only disappointment in an otherwise challenging and fast-paced game.

Camera; 3701  
Commercial Avenue;  
Northbrook, IL  
60062

## NES Open Tournament Golf



*NES Open* is as good as many of the Super NES golf simulations on the market... and it's better than some. What's so impressive? For one thing, it's got more features than a Sunday paper. And the graphics — complete with Mario, Luigi, and Princess Toadstool — are terrific. You

get a close-up view as your ball approaches the cup, and even the overhead views are crisp and detailed.

*NES Open* uses a standard power bar to control swing and hook or slice, and you can fine-tune your swing for power and accuracy by selecting a slow, medium, or

fast swing. You can play in tournaments or against a friend, and you can even save stats or replay your best holes! It's a lot of game for the money.

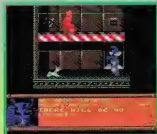
Nintendo of America; P.O.  
Box 957; Redmond WA  
98073

## Nightshade

Once, Metro City was protected by a crime-fighter called Vortex, who kept the city clean. But then Sutekh the Destroyer took control of Metro's crime and lured Vortex into an escape-proof trap. Now Metro is uninhabitable — unless *Nightshade* can do something about it. And, of course, he can.

With its offbeat humor and engaging puzzles, *Nightshade* is challenging. It's for experts only, however; there's no save-game or password feature, so any small mistake is fatal. But if you're willing to put some hours into it, *Nightshade* is a great game.

Ultra; 900 Deerfield  
Parkway; Buffalo  
Grove, IL 60089



## Pirates!



Mixing a potent grog of role playing and strategy, *Pirates!* takes you back to the days of the Spanish Main, from 1560 to 1680. You're a penniless young adventurer just setting out to make a fortune in the West Indies. You can sail from

port to port, recruit a crew of cut-throats to man your ship, check out the local tavern for news, visit the local governor to learn of special missions, or to be granted permission to prey on a rival country's ships—and keep the riches!

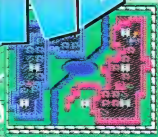
*Pirates!* plays smoothly and has terrific graphics. It also has a unique flavor, as well as a swashbuckling energy, that makes it a standout. It's also one of those Nintendo games that should appeal to adults as well as kids.

Ultra; 900 Deerfield Parkway;  
Buffalo Grove, IL 60089-  
4510

# NES

## Rampart

Jaleco; 310 Era Drive;  
Northbrook, IL 60062



Here's a puzzle/action game in which you defend your castle from your blood-thirsty neighbors. Played in a sequence of turns, *Rampart* lets you choose a spot to build your castle, then place cannons inside its walls. When battle begins,

you use a movable gunshot to blast away at your opponent. After that, it's time to repair any damage you've sustained with *Tetris*-like blocks, as well as expand your walls to include more castles — making room for more cannons.

There are games with better graphics and sound than *Rampart*. But its blend of strategy and action makes it a game you can play repeatedly and still be ready for more round. No doubt about it — *Rampart* is a real blast.

## Roger Clemens' MVP Baseball

LJN; 1107 Broadway;  
New York, NY  
10010



Rocket Roger's game doesn't sparkle as much as his pitching, but he's still the name behind a fine baseball simulation.

*MVP* may be more difficult than some simulations because of its extra features. For example, when you execute a pick-

off move on a player trying to steal a base, you must also apply the tag — which requires as much guesswork as it does skill.

Since *MVP* isn't endorsed by Major League Baseball, LJN rearranged and amended real names of players to create a new ros-

ter. You'll have fun trying to decode the almost-familiar names. The right fielder for Los Angeles, for instance, is Raspberry, a player obviously based on Dodger slugger Darryl Strawberry.

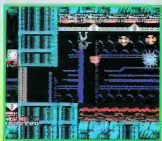
## Shatterhand

Jaleco; 5617 West Howard St.; Niles, IL 60648

Steve Hermann was just another cop on the beat until his hands were maimed by cyborgs under the control of a renegade general. After he's equipped with a pair of powerful cybernetic hands, Hermann sets out on a mission to smash the general's revolt — and extract a little revenge in the process.

There's nothing original about *Shatterhand's* plot, but there are twists in game play that move it above most punch-and-jump adventures. In addition to your fists of steel, you can acquire one of several satellite robots by collecting letter icons.

*Shatterhand* is a good action game, and it should chal-



lenge all but the most jaded gamers.

## The Simpsons: Bart vs. the World

Acclaim; 71 Audrey Avenue;  
Oyster Bay, NY 11771



That pint-sized malcontent has won a trip around the world, and there's only one hitch — the contest was cooked up by Homer's boss, C. Montgomery Burns, to make sure Homer never returns to Springfield. Luck-

ily, Bart thrives on any kind of trouble.

In each stop on your world tour, you (as Bart) must collect Krusty the Clown collectibles. From China to the Himalayas and from Egypt to Hollywood,

you must surmount obstacles, solve puzzles, and answer Simpson trivia before you take on one of Burns's relatives. Fortunately, Homer, Marge, Lisa, and Maggie are around to give you a hand.



## Star Trek

Ultra: 900 Deerfield Parkway;  
Buffalo Grove, IL 60089

The original crew members — Kirk, Spock, "Bones" McCoy, Scotty, Uhura, Chekov, and Sulu — are on hand when a strange force of nature alters the *Enterprise's* course. The ship's been thrown into an uncharted galaxy with a

drained power supply. Now the crew must find a supply of dilithium crystals to power the ship's engine.

As Kirk, you must make sure that your crew is, well, *enterprising* enough to find a dilithium

deposit. Orbit strange planets and beam down to their surfaces. Talk to aliens and sneak through Romulan Space. It's up to you to decide on landing parties — a bold mission for a bold captain — one who dares to go... you know the rest.

## Super Spy Hunter

Sunsoft; 11185 Knott  
Avenue; Cypress, CA 90630



Don't buy *Super Spy Hunter* expecting a sequel to the arcade hit and video game *Spy Hunter*. *Spy Hunter* sent you on a high-speed race to face vicious road combat. *Super Spy Hunter* abandons this idea in favor of a much more conventional arcade game — only instead of fly-

ing through space at the controls of a spaceship, you're flying down a highway behind the wheel of a car.

It's a tough game, however, because any time you die you return to the beginning of the stage. Since the bosses are awfully tough to

defeat, you end up seeing the stage beginnings a lot. But if you like tough arcade games, *Super Spy Hunter* is a good choice. Everything looks good, the action moves along at a quick pace, and there's variety throughout.

## Tecmo Super Bowl

Tecmo; Sequoia Commerce  
Center; 19260 South Van  
Ness; Torrance, CA 90501

Tecmo substantially updated and expanded *Tecmo Bowl* to come up with *Tecmo Super Bowl*. This gridiron simulation keeps the head-to-head play and easy-to-control character of the first while adding all the NFL teams, including most of the players from the 1990-91 season. There are pre-season, full season, and Pro

Bowl play options, and a battery-backup feature.

The new game also features more offensive plays and defensive formations than the original. And there are animated scoring and kicking screens that are a lot of fun. Be prepared for smaller characters, however, which allows you to have 11



players on a team instead of nine.

## TMNT III: The Manhattan Project

Konami; 900 Deerfield  
Parkway; Buffalo Grove, IL  
60089-4510



Donatello, Leonardo, Michelangelo, and Raphael have been relaxing in Florida. But their vacation's about to be cut short. Crime waits for no Turtle, and the TMNT gang was watching TV when they saw Shredder interrupt April's news-

cast with a personal message for our heroes: He's not only kidnapping April — he's stealing a Manhattan, too!

There's nothing particularly new in this NES adventure, but the action is reliable. The Turtles must

rescue April (again) and fight familiar faces. In fact, the screens and enemies can be repetitive. But the watersports are new, and the overall playability is strong.



# NES



*Trog* features a seemingly endless supply of hungry cavemen, all named Og. The Ogs chase after Spike and Bloop, two small Dino-Mites. In a one- or two-person game, guide your character through islands littered with Og eggs. Once

you cross over an egg, it's yours. Obstacles, enemies, twists, and surprises keep the game interesting.

Acclaim has captured much of the personality and humor of the arcade game. The cartoon Ogs smack their lips when they feast

on Bloop and Spike, leaving nothing but bones. The sound effects are excellent, and game play isn't really difficult, especially at the lower levels. *Trog* keeps you moving from island to island.

Acclaim; 71 Audrey Avenue;  
Oyster Bay, NY 11771

## Trog

## Uncharted Waters



Players craving arcade entertainment should look elsewhere, but those who seek a deeper style of gaming will find *Uncharted Waters* great fun. In 1502 you're a young Portuguese sailor. Starting out with a small coastal vessel and a

skeleton crew, you amass wealth by trading in northern Europe and the Mediterranean until you can afford a sea-going vessel. Eventually, you'll search for exotic, fabulously valuable cargoes, such as spices, gold, silk, and ivory.

*Uncharted Waters* looks terrific, plays great, and is a complex, creative adventure with a style and zest all its own.

Koei; One Bay Plaza; Suite  
540; 1350 Bayshore Highway;  
Burlingame, CA 94010

## Wacky Races



Dick Dastardly and his canine sidekick Muttley — your character in the game — were baddies in the original TV cartoon "Wacky Races," but for this game, Muttley has been transformed into a lovable star who doesn't drive, but instead runs to Dick's aid. In

three courses, Muttley must grab diamonds and bones, or use a Muttley Bomb or Sonic Bark to clear the path for Dick.

While *Wacky Races* isn't very challenging for experienced players, the graphics are great and the music and sound effects are

entertaining. *Wacky Races* brings back childhood memories — or introduces Dick Dastardly, Muttley, and all the rest to a new generation of players.

Atlus; 17145 Von Karman  
Avenue; Suite 110; Irvine, CA  
92714

## Yoshi

*Yoshi* is a fast-paced puzzle game; your goal is to free the Yoshis, who are trapped inside falling eggs. Various types of blocks fall as well, and you must match similar blocks (making them disappear) to keep them from reaching the top of the screen. You can play several versions of *Yoshi*, including a two-player

competitive mode in which the first person to hatch three eggs is the winner.

Although *Yoshi* borrows a lot from games like *Tetris*, it's still a very good game on its own. It quickly becomes addictive, and the different modes of play keep the challenge fresh.

Nintendo of America; 4820  
150th Avenue NE; P.O. Box  
957; Redmond, WA 98052



# GAME BOY



## Adventure Island

Jump-happy Master Higgins is *still* on that tropical island, but in his first Game Boy adventure, he's forsaken Princess Leilani for Princess Tina, who's hidden somewhere on a chain of eight islands that are guarded by

nine monsters. But he must still eat fruit, open eggs, kill monsters, and keep an eye on his energy meter.

*Adventure Island* is full of action, but it's not difficult enough to frustrate young or novice players,

Hudson Soft; 400 Oyster Point Blvd.; Suite 515; South San Francisco, CA 94080

and its graphics are clever and easy to see. Although experienced gamers will probably zip right through it, parents looking for a good introductory game will find that *Adventure Island* fills the bill nicely.

## Batman: The Return of the Joker

Sunsoft; 11165 Knott Avenue; Cypress, CA 90630



This action game has all the crime-fighting enjoyment you've come to expect from the *Batman* NES and Game Boy adventures, but don't expect to see familiar scenery. This version features three lengthy levels of completely new settings and enemies. However, there

aren't many Bat Gadgets—the only weapons you use are the Batarang and Batman's powerful fists.

There aren't many surprises in the action arena, but Batman does have one new skill: the ability to cling to walls and then spring off like a cat. This

feature takes a little while to master, but before long you'll be scaling walls and pouncing on enemies without a hitch.

## Beetlejuice

LJN; 1 Spring Street, Oyster Bay, NY 11771

Things are tough in the bio-exorcism biz—so tough, in fact, that *Beetlejuice* was forced to moonlight as a tour guide. He was shuttling Neitherworld residents through Earth's hot spots until he made the mistake of stopping by the Deetzes' house. The entire busload liked the house so

much they've taken over. Then Astoroth, his perennial nemesis, made off with Lydia Deetz!

A spinoff of the cartoon, *Beetlejuice* is action-packed. Almost every scene is crammed with supernatural foes, and even the bonus stages have time limits. It's got first-rate graph-

ics, imaginative sound effects, and engrossing game play, with lots of challenging bonus puzzles.



## Bionic Commando

Capcom; 3303 Scott Blvd.; Santa Clara, CA 95054



In arcade games, peaceful planets don't exist very long, and Capcom's *Bionic Commando* is no exception. Wiseman has put the Albatoross Project into action, and his Doraize Army has begun raids throughout the world. Super Joe had been

sent to infiltrate the Wiseman's inner circle, and although he now has vital info, he's been captured behind enemy lines. You've got 36 hours before the planet is overrun; you must rescue Super Joe and complete his top-secret mission.

Capcom has done a great job of translating *Bionic Commando* to Game Boy. It's very much like the NES and arcade versions, with terrific graphics and smooth playability.



Sunsoft; 11165 Knott Avenue; Cypress, CA 90630

## Blaster Master Boy

The radioactive energy that's slowly destroying everything on Earth seems to be coming from the Earth's core. Mankind's only hope lies with Jason, the young hero who saved the day in the NES version of *Blaster Master*. In nine different lev-

els, Jason must explore mazes to find the keys to the exit doors.

Anyone looking for a strict Game Boy version of the popular NES game might be disappointed with *Blaster Master Boy*. In fact, it has nothing to do with the

first game at all; Jason doesn't even use his super car. Those of you who enjoyed Jaleco's old NES game *Robo Warrior* will find *Blaster Master Boy* much more reminiscent of that adventure — and will really enjoy the game.

## Boxxle II

Willy's obviously not hunting through the want ads. For years now, the tireless warehouse worker has been shoving boxes around to earn a paycheck. The work is painstaking — Willy must move crates onto specially marked squares in different-shaped rooms.

In *Boxxle II*, the long-awaited sequel to FCI's first

puzzle game, Willy must save enough money to buy a rocket because his girlfriend has been kidnapped by aliens. Each time Willy maneuvers the boxes onto the correct squares on a ten-room floor, you get to see another scene in the story of Willy's rescue attempt.

It takes some patience to play, but puzzle fans will

FCI; 150th East 52nd Street; New York, NY 10022

be delighted with this excellent game.



## Brain Bender

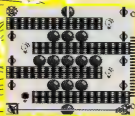
Each of the dozen levels of *Brain Bender* is divided into ten puzzles. The object of each puzzle is to devise a path for a laser beam to follow so that it destroys a satellite. Under a time limit, you make a path by angling the laser on mirrors and non-reflecting walls. However, if the light bounces

directly off one reflecting surface onto another, you create a power surge that quickly eats through your remaining time.

*Brain Bender* isn't for the faint of heart. Even the easiest of the three difficulty modes (they differ only in time limits) is a test, and the learning curve is

Electro Brain; 573 East 300 South; Salt Lake City, UT 84102

fairly high. You must also solve all ten puzzles in a level before you receive a password — a daunting task in itself.



## Castlevania II: Belmont's Revenge

Fifteen years after Christopher Belmont vanquished the Count in *The Castlevania Adventure*, he bestows his "vampire hunter" title on his son, Soleiyu Belmont. Transylvanians plan a ceremony to mark the occasion, but unknown to Christo-

pher, Dracula avoided destruction in their previous encounter by changing into a mist and escaping. Now he sees his chance for revenge, and he transforms Soleiyu into a demon.

*Castlevania II: Belmont's Revenge* has nice graphics and

smooth animation, a good soundtrack, and holds plenty of challenge — even to veteran vampire hunters. *Castlevania* fans will definitely want to pick this one up, but it should appeal to anyone who likes action games.

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089





# GAME BOY



## Double Dragon II

In *Double Dragon II*, Billy and Jimmy Lee are once again forced to hack a path of violence through countless martial-arts warriors on their journey to reach the ultimate boss. This time around, however, it's not Billy's girlfriend they're

after — instead they must clear their name of a murder charge.

This is a *Double Dragon* game for novices—it's very easy — and you don't have to master as many combat moves as usual, either. But the fact that you can play as

Acclaim; 71 Audrey Avenue;  
Oyster Bay, NY 11771

both Lee brothers in the two-player mode lifts it above the normal slash-and-dash competition.

## Double Dragon III: The Arcade Game

This time around the duo heads back to the city after two years of martial-arts training. But before they reach their destination, they run into a fortuneteller who sends them on a mission to find three mysterious stones. Once they have the stones, they'll travel to

Egypt to fight the world's strongest army.

A new feature of *Double Dragon 3* requires you to *buy* your tricks and weapons from stores. If you die during an encounter, you lose anything you've bought. Luckily, the difficult level isn't particularly

high—once you've learned the bosses' fighting patterns, they're easy to take down. As a matter of fact, the only maneuver you really need anywhere in the game is the flying jump-kick.

Acclaim; 71 Audrey Avenue;  
Oyster Bay, NY 11771

## Double Dribble 5 on 5

Those of you who played Nintendo during its early years probably remember *Double Dribble*, the first and still great basketball simulation. This Game Boy version faithfully translates most of the features that made the NES *Double Dribble* popular, but *5 on 5*

has some problems — the players move slower and the graphics leave a "ghosting" trail behind them. Because of this, battling for the ball in a crowd of players can be very difficult.

In short, *Double Dribble 5 on 5* is a good game that's constantly being held back

Konami; 900 Deerfield  
Parkway; Buffalo Grove, IL  
60089-4510



by its machine. But all the features of a good simulation are here, so it still ranks as the best the field offers.

## The Flash

The Trickster has covered Central City with bombs set to go off in sequence. But he's not out to destroy the city—he's using the bombs to bait the one man who can reach them in time: The Flash.

As the Scarlet Speedster, you must race across

the City defusing the bombs. The Trickster's jester-like thugs wait near each bomb to do you in, and, making matters worse, the Mirror Master and Captain Cold are in league with the Trickster.

*The Flash* can be pretty tough to play. The charac-

ters aren't as big as they could be, and tracking the tiny enemy bullets can be really tough. But the between-level graphics are great, and the music from the TV series is a nice touch.

THQ; 5000 North Parkway  
Calabasas; Suite 107;  
Calabasas, CA 91302



# GAME BOY



## The Flintstones: King Rock Treasure Island

Taito; 390 Holbrook Drive;  
Wheeling, IL 60090

Fred is hard at work in the rock quarry when he uncovers a treasure map! With his pockets empty and a wedding anniversary right around the corner, Fred decides to surprise Wilma and locate the treasure. Armed with only a mallet, Fred

locks horns with everything from sea monsters to evil Dr. Igorstone, all in the name of love — and incredible riches.

Flintstone fans will enjoy both the humor of the game and its visual resemblance to the style of a Hanna-Barbara

cartoon. Cinematic interludes help break up the action and keep the story rolling, and Barney and Betty make special appearances — even Dino lends a paw in certain situations.

## Gradius: The Interstellar Assault

Konami; 900 Deerfield  
Parkway; Buffalo Grove, IL  
60089

Much of the same alien-shooting challenge of the SNES and NES *Gradius* is available in portable form with *Gradius: The Interstellar Assault*. If you like shooters, *Gradius* is probably as good as it gets on Game Boy. It's got tricky action, a wide variety of enemies, and a

great selection of weapons with which to outfit your ship.

But be prepared: It's tough to keep track of everything that's happening on the two-inch screen. It's also not a very long game, since it's designed so gamers can finish it during one session.



But while it lasts, *Gradius* is sure to keep you glued to the screen.

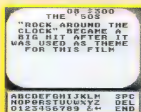
## Jeopardy!

GameTek; 2999 NE 191st  
Street; North Miami Beach,  
FL 33180

Everything that's in the NES version of *Jeopardy!* is here, except, of course, for the colors — but in a game like this, who needs 16 colors?

Once you've given an answer from the board of categories, you must spell out the question using the directional pad of your con-

troller (especially cumbersome with Game Boy) — if you know the question. They're the toughest we've seen in any edition of *Jeopardy!* Try to play against a human opponent; as in most of the games, the computer players often give really stupid answers.



## Kid Icarus

Nintendo of America; 4820  
150th Avenue NE; P.O. Box  
957; Redmond, WA 98052

Angel Land was a peaceful place until a horde of mythical monsters decided to take over the neighborhood. Now it's up to Pit, the leader of the Icarus Army, to destroy the beasts.

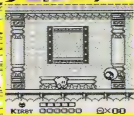
As Pit, you must fight through four stages of

wretched monsters before victory is yours. To survive this dangerous mission, you must become an ace shot with your bow, and learn how to use the items you find along the way — maps, keys, protective crystals, and special fire arrows.

Although it's based on a 1987 NES release, the Game Boy *Kid Icarus* is very different from the earlier game — most notably in your armor and the ability to improve your arrows.



# GAME BOY



## Kirby's Dream Land

Nintendo of America; 4820  
150th Avenue NE; P.O. Box  
957; Redmond, WA 98052

Little puffball Kirby has some surprising qualities — not the least of which is his voracious appetite. Kirby can inhale enemies before they know what's hit them, then spit them back out to destroy other foes.

And if he needs to move up in the world, he can inhale a few breaths of air and take wing!

Kirby's an inventive hero, and his Dream Land home was obviously created with kids in mind, with

locations ranging from Castle Lololo to Mount Dedede. But adults will have fun trying to recover the magic Twinkle Stars, too.

## Looney Tunes

Sunsoft; 1165 Knott Avenue;  
Cypress, CA 90630

Scam your way through level after looney level of Game Boy action as you play first one, then another of your favorite Warner Bros. 'toons. Each level offers an entirely new cast, featuring classic characters such as Daffy Duck, Tweety Bird, Porky Pig, the Road Runner, and more. With

each new level, you also get a new style of game play.

The graphics are nicely drawn and remain true to the original characters, and the variety really helps make *Looney Tunes* a game you'll want to play over and over. It's obviously aimed at the younger set, so advanced players may need

to look elsewhere for more challenge.



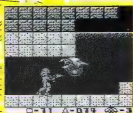
## Metroid II: The Return of Samus

Nintendo of America; 4820  
150th Avenue NE; P.O. Box  
957; Redmond, WA 98052

As a member of the Galactic Federation Police Department, Samus must do her part to uphold galactic order. So when those destructive Metroids run amok again on planet SR388, she returns to the scene. *Metroid 2* is a game

that involves vast amounts of exploring, as you uncover secret passages and hunt down space mutants. The caverns extend in all directions, and you must clear each path of Metroid beasts before your mission is complete.

Those of you familiar with the NES *Metroid* will find that the Game Boy sequel looks and plays much like it. It's an involved mission, but it is possible for Game Boy mutant-killers to save games periodically.



## Ninja Gaiden Shadow

Tecmo; Sequoia Commerce  
Center; 19260 South Van  
Ness; Torrance, CA 90501

The designers of *Ninja Gaiden Shadow* have really captured the look and feel of the earlier NES games. The action is smooth and responsive, the graphics are good, and the bosses at the end of each level are challenging.

As in the other games in the series, you guide Ryu Hayabusa through multi-level horizontal and vertical areas to defeat a variety of villains. Your final goal is to defeat the evil Emperor Gulf. And just as in the NES versions, quick reflexes and

the ability to learn the patterns of your enemies are the keys to success.





# GAME BOY



## Prince of Persia

In ancient Persia, Jaffar has seized power and given the former sultan's daughter a horrible choice: She must either marry him or die. But the sultan's daughter is really in love with you, and for this Jaffar has tossed you into the dungeons of the

sultan's castle. You've got one hour to escape and rescue her.

The swordfights are fun, but *Prince of Persia* is really an elaborate puzzle game as you avoid the traps throughout the dungeon. The graphics are full of nice

Virgin Games; 711 West 17th Street; Unit 9G; Costa Mesa, CA 92627

touches, and the animation is excellent. *Prince of Persia* is a great combination of brains and brawn, of arcade skills and problem-solving. It's not for everyone, but players who like it will probably love it.

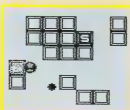
## Pyramids of Ra

This game is supposed to have more than 24,000 puzzle rooms; judge for yourself — we never made it to the end! The floors of the vast number of rooms in five different pyramids are composed of tiles, and to progress, you must bounce on each tile to make it disappear, while leaving your-

self to the exit. You can't make diagonal jumps, and you can "hop" off the sides if you're not careful.

*Pyramids of Ra* is fun and addictive, with puzzles enough to drive you mad from exhaustion. It's a nice addition to the puzzle-game lineup for Game Boy, and is sure to

keep even the best players busy for a long, long time.



Matchbox; 141 West Commercial Avenue; Moonache, NJ 07074

## Q\*Bert II

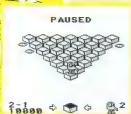
Q\*Bert is a fuzzleball with a hose-nose who spends his days jumping from cube to cube, trying to change the colors on different playing fields. Once all the cubes have been changed, he proceeds to the next field. He's also pursued by a bunch of nasty enemies who delight in turning the cubes back

to the colors they originally were.

Jaleco has done a good job of translating this classic into hand-held format. The graphics are better than they were in the 8-bit version, and the problem of screen size is cleverly handled (only a few cubes are shown at a time, but

you can see the whole pattern, and Q\*Bert's location, by hitting the Pause button). There's even a Q\*Bert movie that unfolds as you advance through the 16 levels.

Jaleco; 310 Era Drive; Northbrook, IL 60062



## The Ren & Stimpy Show

Happy, happy! Joy, joy! Ren and Stimpy are on the Game Boy! The wacky world of Ren & Stimpy, Nickelodeon's way-left-of-center cartoon comes to videogame life in *The Ren & Stimpy Show*. Ren and Stimpy boldly go where no

anemic chihuahua or bloated babbling cat have gone before — into an adventure that captures all the sick humor of the TV series.

In the far reaches of space, Ren and Stimpy must save each other from

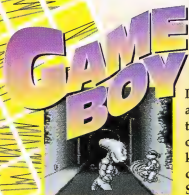
THQ; 5000 Parkway Calabasas; #107; Calabasas, CA 91302

catastrophe as they fight the ominous Death Head. Collect cans of powdered toast as you avoid Log. And remember — when you see giant mounds of Gritty Kitty, Stimpy can't be far behind!



## TMNT II: Back from the Sewers

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4510



In their second Game Boy adventure, the Teenage Mutant Ninja Turtles must rescue April O'Neil, who's been kidnapped (again) by Shredder. This time, however, Shredder's not working alone — he's got that evil alien Krang

on his side. Watch every step, and stock up on those oh-so-tasty chocolate, onion, and peanut butter pizzas. Remember: When in doubt, get some advice from Splinter.

Konami has done a great job with *Teenage Mutant*

*Ninja Turtles II — Back from the Sewers*. Its playability and graphics are a worthy follow-up not only of the Game Boy *Fall of the Foot Clan*, but the NES *Turtles* games as well.

## Tiny Toon Adventures: Babs' Big Break

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089



Your favorite *Tiny Toon* pals — Buster Bunny, Plucky Duck, and Hamton the pig — have arrived just in time to help rescue Babs from the clutches of arch-fiend Montana Max.

Switch between Buster, Plucky, and Hamton

throughout the game to take advantage of their different skills. Buster throws carrots at a 45-degree angle — great for knocking off enemies that fly or wait on platforms. Plucky bounces pineapples that ricochet off walls — good for those

hard-to-hit enemy locations. And Hamton rolls watermelons — bowling for enemies! There are other nice touches in this game, and plenty of action. There are even several bonus games to add variety.

## Tom & Jerry

Hi Tech Expressions; 584 Broadway; Suite 509; New York, NY 10012

It's been more than a year since cat and mouse fought across an NES-created battlefield. Now Tom and Jerry are ready to rock on Game Boy screens. This version of *Tom & Jerry* features the same clear, whimsical graphics as the NES

game, and the same fun, nonviolent action.

When little diaper-clad Tuffy runs away, Jerry must search the house to find his charge before Tom does. Work your way through the basement to the kitchen to the attic, avoiding obstacles

and keeping that hungry cat at bay!



## Top Gun: Guts & Glory

Konami; 900 Deerfield Parkway; Buffalo Grove, IL 60089-4570



Both NES *Top Gun* games, with their cockpit view and quick-paced action, were very successful. Both features are also part of the Game Boy version. *Top Gun* is well-executed on the Game Boy because it isn't the kind of game that requires fast-moving charac-

ters or complex scenery. You have three modes of play: air combat, bombing run, and a 10-mission career option. You can also face-off by linking up with a friend to fly missions against each other.

What little *Top Gun* loses in its translation it

makes up for in new features. It's a good game that captures the feel of the NES *Top Gun* titles. But regardless of whether you played the 8-bit games or not, you won't be disappointed with *Guts & Glory*.



## Turn and Burn

*Turn and Burn* is the closest thing to a true flight simulator the Game Boy offers. It allows you to control take-offs and landings as well as head-to-head dogfights with the enemy. The F-14 control panel contains the weapons systems and ra-

dar which are vital in your plan to return from a mission intact. Mission briefings can help you plan strategy, and long-range radar helps you stay one step ahead of the enemy.

For realism of flying, it's not been done better

than *Turn and Burn*. Although the graphics and sound are well done, it's the true flight simulation feel that makes *Turn and Burn* a winner.

Absolute; 251 Rock Road;  
Glen Rock, NJ 07452

## Ultra Golf

*Ultra Golf* for Game Boy isn't for the weak of heart. Twisting, diced-up fairways and a minefield of hazards make either of this Ultra game's two courses a cruel test of perseverance.

To add to your anxiety, the swing meter for this simulation doesn't allow for much error. You must

execute your second and third taps with pin-point accuracy. And, unlike the swing meters in the *Jack Nicklaus* games, this one won't let you put a little extra muster on your long shots. Too many simulations cut corners by offering the same cookie-cutter courses over and over. It's

Ultra; 900 Deerfield Parkway;  
Buffalo Grove, IL 60089-4570

refreshing to see the innovative courses in *Ultra Golf*.



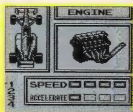
## World Circuit Series

There's a lot to like in *World Circuit Series*. The game takes a no-nonsense approach — you select a car and a racing team, take some practice runs on different tracks, try a few single races in competition, qualify for position, then hit the circuit. But you need more than arcade skills to

win the circuit. In fact, there are several strategic considerations.

*World Circuit Series*, with 25 Formula One world courses, support for up to four players with the Four Player Adapter, and good, straight-ahead racing action, is a great choice for Grand Prix fans.

Ultra; 900 Deerfield Parkway;  
Buffalo Grove, IL 60089-4510



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LJN; 1 Spring Street; Oyster  
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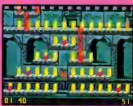


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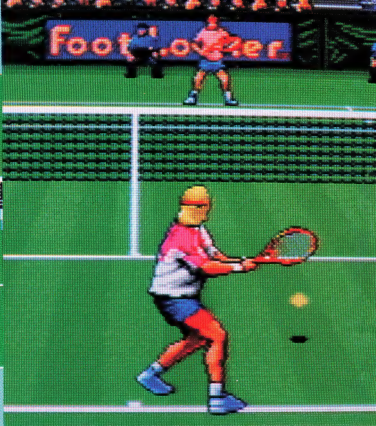
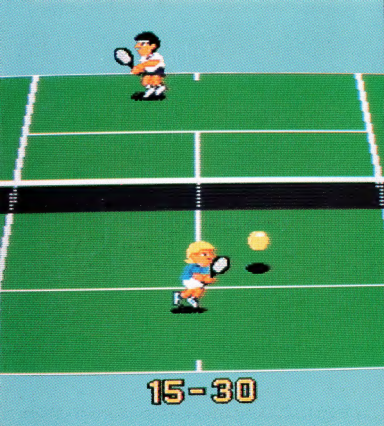
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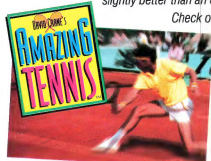
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